36

DC'S ZERO HOUR
WHO LIVES, WHO DIES, AND WHO CHANGES

JACK KIRBY
THE LIFE OF A LEGEND

WIZARD®

AUGUST 1994
NUMBER 36
$3.95 U.S.A.
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PART 3 OF 4: UNCANNY X-MEN #317

PART 4 OF 4: X-MEN #37

FINAL SANCTION

PART 2 OF 2: CABLE #16

LIFE SIGNS

PART 3 OF 3: EXCALIBUR #82

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WIZARD®

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August 1994

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Spider-Man ™ & © Marvel Entertainment Group Inc.

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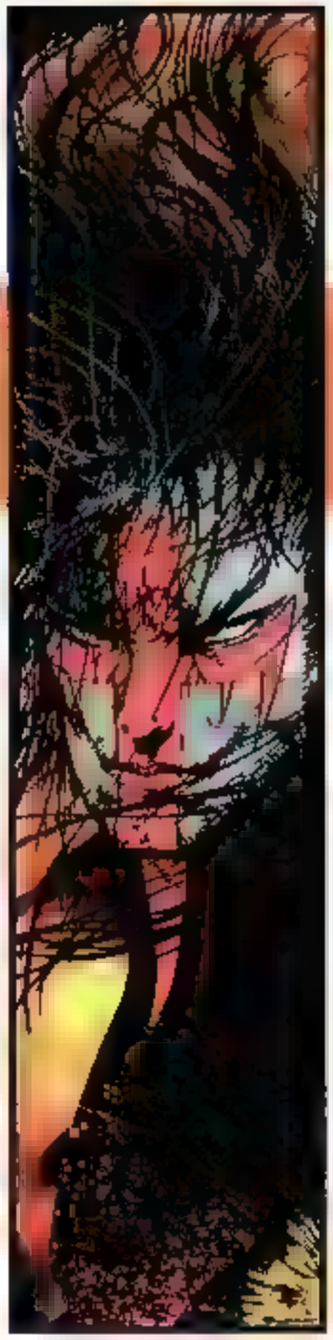

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[illegible]

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Ripclaw rips one

A LETTER FROM OUR PUBLISHER

Happy Birthday

Three years, 36 issues, and a handful of assorted specials later, *Wizard: The Guide to Comics* has become the magazine for comic book fans. I know that sounds kinda pompous, but I'm so darned proud of how *Wizard* has evolved over the past three years, I just can't help it. Input from fans across the country—via mail surveys or chewin' the fat at conventions—has succeeded in making *Wizard* the mag to read. Thanks for getting us here. It's been a great ride, and we've just gotten started.

Speaking of rides, I've been hitting the road to attend retailer shows and meet retailers, publishers, and distributors. I also had the pleasure of meeting fans at WonderCon in Oakland, Calif., this past April 22-24, and I had a great time talking to them. Thanks to my recurring (and embarrassing) photos at the top of this page, fans picked me out of the crowd, and I got to hear even more suggestions on how to add to *Wizard*.

Between shows, I met up with Todd McFarlane and his lovely family at his pad in Portland, Ore. After shootin' the breeze with Todd, I went to Los Angeles to visit Stan Lee. I hadn't seen him in a while, and I wanted to say hi. It's not often that one gets to yap with "The Man," and let me tell ya: some of the stuff Marvel's got cookin' is gonna knock your socks off. You'll get the full skinny on some of those excellent projects in future issues of *Wizard*.

Well, before you dive into *this* issue, let me whet your appetite for next issue's explosive scoops. Aside from sporting a bad(rock) Rob Liefeld Youngblood cover and interview, two of the top artists in the industry today—Joe Quesada and Bart Sears—each sit down for a feature-length interview in which they spill the beans about their upcoming projects. Wanna know what these projects are?

Well, just another reason to see you in 30. (Am I a stinker or what?)

Later,

Gareb S. Shamus

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Hacic Words

People often ask us how many entries we receive for Letter Art, the Drawing Board, and other contests. They also ask us how many letters to the editor we receive. The answer is, in the immortal words of Keith Richards, "Thousands! *Thousands!*" Quite literally: we received over 2,000 letters to the editor for this issue. Yes, indeedy, I read them all, as did my houseboy, P. McCallum. There are two morals to this little story.

First: the numbers are big, but please don't be discouraged by them. Practically everyone states that they want to see their letter or artwork published. But the sheer volume of letters makes that impossible in any month. Keep plugging away; hopefully, sooner or later, something you send in will see print.

Second, please address your mail correctly! If all you send is a Letter Art envelope with no letter, address it to "Letter Art." Price guide questions should go to Market Watchers. Pen Pal listings to Pen Pals, and so on. And please send customer service questions to Customer Service. Our mailroom guy tells me that over 1,000 pieces of mail come into the building daily—address yours properly to increase your chance of getting the desired result.

Oh, yeah: any letters to be considered for publication *must* be signed. You know who I am and what I've got to say, so it's only fair that we know the same about you. No hiding behind anonymity—weak sucks need not apply.

A lot of people asked what happened to "My Kind of Hero." It's been scrapped, largely because it bit ass and drove me bonkers. Plus, reader surveys indicated it was one of the least popular departments.

A special thank you goes this month to Chris Lucero of Clifton, Colo., for a Letter Art entry featuring my second- and third-favorite comic characters: Milk and Cheese, Dairy Products Gone Bad!

Undoubtedly the hottest topic this month (over 200 letters!) was Wolverine and his lack of adamantium. Everybody wants to know what's up with that, and particularly if he'll be getting the metal claws back. Hey, we don't know... yet. Check out *Wizard* #38 for inside info regarding that ill Wolverine fellow.

On to the letters...

Milk & Cheese ™ & © Evan Dorkin

Dear Wizard,

During the "Maximum Carnage" storyline last year, Spider-Man repeatedly let Carnage escape when he could have killed him. Carnage is just going to keep killing people. Spidey wouldn't even let Venom kill Carnage.

I was just wondering if you could tell me why he lets Carnage go, knowing that he'll kill more innocents. I thought Spider-Man was supposed to protect innocents.

Dan Elston
La Vista, NE

Thanks. For the first time in my life, someone has made me feel old. The answer is pretty simple:

Peter Parker doesn't kill people. Peter Parker, the man beneath the red-and-blue long johns, is a guy just like you and me—a normal Joe. Only difference is, this Joe can stick to walls and throw Buicks. But despite all that, Peter Parker has always been an everyman sort of hero, with problems, failings, and foibles very similar to ours. Most of the people you pass on the street are not killers. Neither is Spider-Man.

The reason I suddenly feel old is that I realize that the ideal of the comic book hero has changed significantly since the mid-'70s, when my personal ideal was formed. Twenty years ago, no one would have to ask this question. Ten years ago, Captain America still felt serious remorse over killing Baron Blood—a friggin' vampire, for cryin' out loud. But thanks to the advent of today's tough-guy, take-no-prisoners hero, today's readers want to know why Spidey didn't do what he "should have done" and killed Carnage. It suddenly seems a legitimate question, and is in fact so pervasive that maybe the whole era will be remembered by it. To wit:

Dear Patrick Daniel O'Neill,

As you requested in *Wizard* #32 ("The Age Problem," The Ed.), I have a name for the

third age of comics and have identified the fourth. The third age can be called the Bronze Age because the other ages are Golden and Silver, and this is the last time we see heroes that resemble the true heroes of comics....

The fourth age, the "Dark Age" of comics, began in May 1991 with the release of *Spawn* #1. Since then, the image of a true hero has been changed for the worse....

[*Spawn*] soon became the best-selling comic in the country. Spawn is, without argument, the most evil, unheroic "hero" to bloody a four-color press. He was a killer in life and [remains one] in death. He is pitiful, weak, distraught, miserable—the very opposite of a real hero...

After Spawn came a series of characters and events that would change the character of comics as we knew it: Image created more violent unheroes, generating huge sales, Superman was killed in an event no better than a Roman gladiator fight; Batman was replaced by Azrael, forever changing the image of Batman; more [imprints], like Jitraverse, sprung up with their own unheroes, Green Lantern destroyed the Guardians and the Corps in a blind rage; Spider-Man went on a quest for revenge and was never the same

It's not too late to change. If people are offered more heroes in the "classic" style, dark, violent heroes like Spawn and Azrael will lose popularity. If more and more unheroic heroes are created and sold, however, then the idea of a "true" hero will die completely. And then what will be America's definition of "hero"?

Michael Thomas Deely
Elkhart, IN

I'd say *Spawn* #1 is a landmark issue, but for different reasons. Aside from being the book (*Youngblood* #1 aside) that cemented Image's status as a major player in the comic industry, it also showed that the cult of personality in comics had come full circle, and that creators were just as important, if not more so, than their creations. It showed that writers or artists, not just characters, could drive a book's sales to high levels.

And I'd also say that the whole "dark hero" concept really started earlier. The Punisher predates Spawn by several years. But it's an interesting theory. Any others?

Dear Wizard,

I dig your mag, but you have forgotten one important subject. What am I talking about? I am talking about comic strips. Comic strips [were] around for many years before comic books and started the whole trend. You may think this a pretty lame subject, but many comic strips are well-written. I know a lot of people who would love an article about *Calvin & Hobbes* or *The Far Side*. I would like an interview with [*Calvin & Hobbes*'s creator] Bill Watterson because he so superbly portrays the mind of a child in his writing.

Marco Ferretti
Fort Lee, NJ

Sounds like a cool topic to me. Is anyone else out there interested?

Dear Wizard,

I am a 16-year-old sophomore in high school. My favorite thing to do is collect comics. Whenever I ask my mom for a ride to the comic store (which isn't very often), she goes nuts. She says I'm too old to collect comics. I try to explain to her that I enjoy comics and that is why I collect them, but she doesn't get it. Please publish this letter and help me explain to her and other mothers nationwide why I and other kids my age like to collect comics. *Help me!!*

Soren Nash
Great Barrington, MA

OK, mom, have a seat, grab a cup of coffee, and just hear me out for a minute. Fostering the kid's interest in comics just might be a good idea. Some comics are very well-done, literate, educational, and beautiful. And believe it or not, I learned a lot of vocabulary words through comics. Reading anything, comics included, will increase your kid's cultural literacy and help make him a more well-rounded person.

As a hobby, the kid could do a lot worse. Comics are much better than drugs, crochet, or (dare I say it?) the dreaded golf. Plus, if your child becomes interested enough in comics, he may pursue a career with them, get a real job, move out, and never drink milk right out of the container again.

Hug a comic today.

Dear Wizard,

I can't seem to find comics from small publishers in stores. I'm interested in Cerebus comics but I don't really know much about the character and I don't want to buy it if it's stupid. Could you tell me about Cerebus and how to get his comics?

Rick Wise
Honeybrook, PA

***Cerebus* has never been my cup of tea, but many people think it's the grooviest thing since sliced bread. It centers around a Conanesque aardvark known as Cerebus and is written on many levels and features a lot more than hacking and slashing. It has humor, satire, and all sorts of good stuff. A good way to find *Cerebus* comics is to ask your local comic store to special order a copy for you. Any comic seller worth his salt will do this; anyone who doesn't is a big fussy-duddy anyway.**

ILLUSTRATION: DAVID PRAGER

Dear Wizard,

I'm writing to you to complain about Image and Valiant and their *Deathmate* crossover

Personally, I think the price for outweighed the quality of the comic. The story was not up to par with recent Valiant stories, nor the artwork up to Image quality

I don't understand why they built it up to be such a historic crossover and then released such disappointing material. Many friends of mine feel the same way

Joshua Schooping
Maitland, FL

Well, you know what they say: If you combine five gallons of ice cream and five gallons of manure, you get 10 gallons of manure

ILLUSTRATION: DAVID PRAGER, "THE FLAMING CARROT" ™ BOB BURDEN

Dear Wizard,

I'm holding the Flaming Carrot hostage! The only way I'll give him back is if you send me a *Flaming Carrot* #6. If you do not do as I request, I will feed him radioactive cucumbers and peel him layer by layer with a dull carrot peeler. Send the comic to the address below or you will never see your precious Carrot again!

John Scrudder
Ocala, FL

Yeah, right. I was just playing whiffleball with the Carrot the other day. He wasn't kidnapped. In fact, he said, "Uh! If Scrudder would try, I'd kick ass!"

Pen Pals

Want to get in touch with your fellow comic fans? Or want them to touch you? Send your name, address, age, gender, and three favorite titles to Pen Pals, c/o Wizard Press, at Magic World's address on page 8. Hey, make a friend!

Chris Craig
Age: 13 Sex: Male
512 Wolsely St.
Peterborough, Ontario,
Canada K9H 5A8
Likes: *Spider-Man 2099, Avengers W. Coast, Venom*

Stuart Broughton
Age: 25 Sex: Male
P.O. Box 93
Paddington 2021
Australia
Likes: *Spawn, Shade, the Changing Man, The Maxx*

Scarlet Miller
Age: 14 Sex: Female
R.#1 Box 374
Doyle, TN 38559
Likes: *New Warriors, X-Force, WildC.A.T.s*

Mike Wheeler
Age: 17 Sex: Male
4338 W. 152
Cleveland, OH 44135
Likes: *Superman, Batman, Spawn*

Dear Wizard,

have a question that I have been pondering for about a year now. Nobody has been able to give a straight answer, so thought I'd try you. When Spider-Man wants to web up a supervillain or swing around town, he uses his ring and middle finger to shoot the webbing. So when he balls up his fist to hit somebody or something, why doesn't the webbing spurt everywhere?

Justin Ellis
Woodbridge, VA

The official answer is that Spidey actually has to hit his palm twice in rapid succession to trigger the web flow. He kind of has to double-clutch it, and balling up a fist would be only a single touch. Sounds like a weak answer, but it's the only one we have.

Dear Wizard,

Just wanted you to know how much I and everyone else involved in small press comics appreciated seeing Tom Palmer Jr.'s two-part article on minicomics ("Minicomics, Maxireads," Palmer's Picks, *Wizard* #32-#33). He did a great job conveying the variety, quality and fun that can be found in the world of small press.

J. Kevin Carrier
Chairman, Small Press Syndicate
Cincinnati, OH

While Palmer's Picks is another consistently low-rated department in reader polls, I think it's the most important thing we do in this magazine. Those of you who don't typically read it should check it out this ish. Huzzah and more minimarshmallows for Tom!

Dear Wizard,

Back in issue #30, Ryan Preece of San Diego asked if there were any manga clubs. am also interested in Japanese manga and anime. Enclosed are some of the places where others who like "that big-eyed stuff" can write:

AnimEigo
P.O. Box 989
Wilmington, NC 28402-0989
72477.37@compuserve.com

U.S. Renditions/Books Nippan
1123 Dominguez St., Unit K
Carson, CA 90746

Enriko Smith
Dothan, AL

And on that note, and in an effort to answer as many letters as possible, we now launch into Rapid-Fire Q-and-A Dance Party A-Go-Go!

Dear Wizard,

When are they gonna come out with a regular series for Venom?

Josh Perry
St. Charles, MO

The 12th of never. Venom is slated for about a million consecutive mini-series in a row.

Halloween Costume Contest

Yeah, we know it's only June, but we're not giving you any excuse for not entering the Third Annual *Wizard* Halloween Costume Contest. This year, like every year, the people who mail in the best entries will be eligible to win some excellent prizes. As far as rules go...

1. What we want you to do is dress up as anything, be it a superhero or a science fiction, horror, or cartoon character—*anything!*

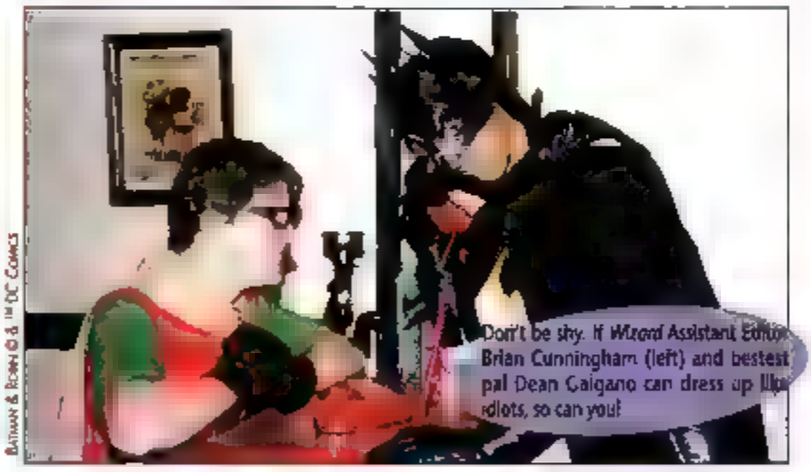
2. The actual costume itself *must* be homemade, but you can add store-bought items to accent it. For example, you can't go out and buy a Batman mask and enter as Batman, but you can get a real surfboard and use it as part of your Silver Surfer costume. *Capice?*

3. Photograph yourself in your costume, write your name, full mailing address, and phone number on a small piece of paper, tape it to the back of your photo (don't write on the photo!), and send it to the address below. All photos must be color prints—no Polaroids! We recommend you take multiple shots with multiple poses. Make sure you focus.

4. To be eligible to win, we *must* receive your photo entry by **September 1, 1994.**

Send your entry to:
Costume Contest III
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

The best entries will see print in the pages of *Wizard* #40, on sale in late October.



Batman & Robin © & ™ DC Comics

Don't be shy. If *Wizard* Assistant Editor Brian Cunningham (left) and bestest pal Dean Galgano can dress up like idiots, so can you!

Watch this space for more details about the contest, including the skinny on the prizes!

Dear Wizard,

When reading *Wizard* #31, I found a mistake in your CBIQ section on page 92. It says there is only one form of Kryptonite. Not true! *Superman* (vol. 1) #157 is the first appearance of gold Kryptonite.

Shane Hutchens
Roanoke, VA

Yeah, but *Superman* (vol. 1) #157 preceded *Superman: The Man of Steel* #1, in which John Byrne was given license to rewrite the Superman mythos as he saw fit. As of this 1986 rewrite, there is only one kind of Kryptonite—green.

Dear Wizard,

1) Is Frank Miller ever going to work on *Deathblow*?

2) When's the *Youngblood* cartoon coming out?

3) Why is Gareb Shamus's nickname "the Big Cheese"?

4) Why are you guys so funny?

5) Who's the best talent in the industry?

Andy Khangsengsing
Concord, CA

1) Oh geez, I hope not.

2) It's kind of on the shelf. Negotiations with both the network (CBS) and the animation studio

(Roustabout) proved troublesome. Dave Galvan's Cut & Print column will have more info on the show as it comes.

3) If you ever smelled the guy, you wouldn't have to ask.

4) The legacy of a misspent youth watching way too many episodes of *WKRP in Cincinnati*.

5) Uh, that'd be me.

Fantastic Four ™ & © Marvel Entertainment Group

Dear Wizard,

I was wondering how the Fantastic Four got together

Roger Montaño
Grants, NM

Reed Richards and Ben Grimm went to college together. Reed was this big-brained scientist who wanted nothing more than for good, red-blooded Americans to be the first people in outer space, thus one-upping those godless commies. So in a stunt that completely belied his supposed intelligence, he made this big rocket that he and test-pilot buddy Ben Grimm would take into space. Adding dumbness to stupidity, Reed took along his main squeeze, Sue Storm, and her kid brother, Johnny. Adding idiocy to dumbness and stupidity, they defied NASA orders, snuck on to the rocket in the middle of the night (yeah, that was easy), and away they went. While in space, their rocket was exposed to cosmic rays. They crash landed back onto Earth, mutated and the rest, as they say, is history.

Dear Wizard,

When you interviewed Stan Lee (Wizard Profile, *Wizard* #29), you said his real name was Stanley Martin Lieber. Is he related to Larry Lieber, with whom Stan works on the Spider-Man comic strip?

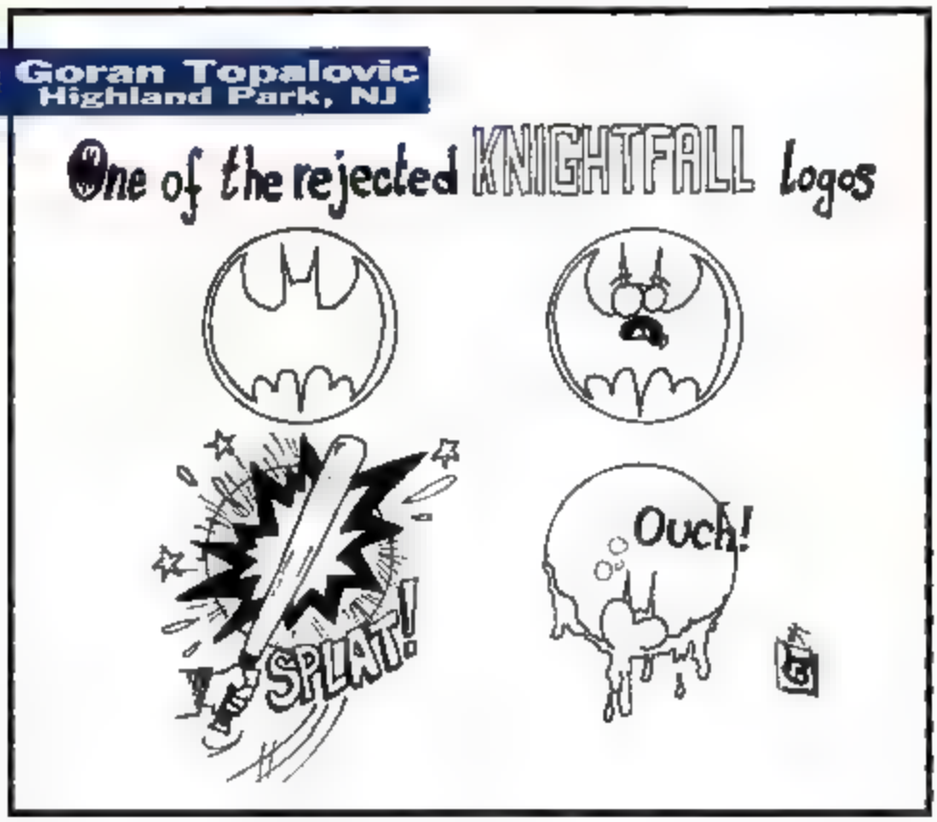
Jonny Malla
Thousand Oaks, CA

They're brothers. Little-known fact: Larry Lieber scripted *Journey into Mystery* #83, the first appearance of the Mighty Thor

'toons

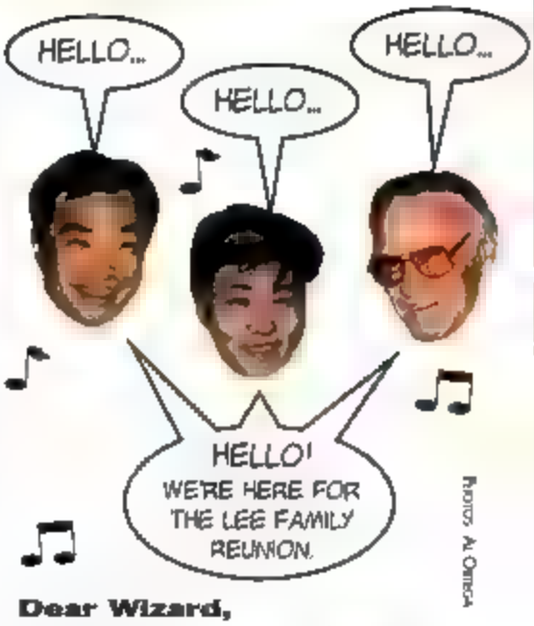
Goran wins a *Sword of Azrael* trade paperback with an original Joe Quesada Azrael sketch and signature inside and a hardcover *Power of Shazam!* with an original Jerry Ordway Shazam sketch and signature inside!

Goran Topalovic
Highland Park, NJ



Bat insignia ™ & © DC Comics

Fans who wish to submit their own cartoons to *Wizard* for possible publication as a 'toon should mail their entries to 'toons, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Submissions in pencil, neon inks, or metallic inks will not be accepted; submissions in any other medium—crayon, pen, marker, or canine—are fine. Artwork must not be larger than eight by 11 and a quarter inches. Do not fold, bend, or roll artwork, mail flat to avoid damage. Illustrations may be single or multiple panels. All entries are nonreturnable.



Photos: Al Ortega

Dear Wizard,

Are Joe Lee, Stan Lee, and Jim Lee part of the same family?

Yin Ho
Anaheim, CA

No relation.

Dear Gareb,

If Professor X took control of Tony Stark for medical reasons but the armor got stolen and donned by the stretchy corpse of Reed Richards who was in fact possessed by the Ghost Rider who went after Wolverine because he couldn't find Wonder Man... who would win?

Mike Laffel
Norfolk, NE

Uh... right.

Vampirella ™ & © Harris Publications Inc.

Dear Wizard Staff,

If you could go out with any comic character, who would it be? I would love to go out with Vampirella.

Jeremy R. Foat
Pell Lake, WI

Hoo, boy. Time to wake up and smell toast, buddy. The correct answer is: none of the above!

Comic characters are not real! They're fictional! You can't go out with them! As much as

Charles L. Greenwald Age: 19 Sex: Male P.O. Box 234 Simpsonville, KY 40067 Likes: All X-titles, all Valiant titles, *Power Pack*	Age: 13 Sex: Male 1344 Boston Ave. Bay Shore, NY 11706 Likes: *Spawn*, *The Maxx*, *Savage Dragon*	Marcia Rider Age: 11 Sex: Female 14 E. Liberty St. St. Johnsville, NY 13452 Likes: *Spawn*, *Savage Dragon*, *Rob & Stimpy*	Shawn Hollis Age: 14 Sex: Male Rte. 1 Box 75 Beaverton, AL 35544 Likes: *Youngblood*, *X-Men*, *Savage Dragon*	Grant Lantz Age: 13 Sex: Male 58 Tara Rd. Orinda, CA 94563 Likes: *Youngblood*, *X-Men*, *Prophet*	Bruce Washington Age: 15 Sex: Male 965 Tinton Ave. Apt. 4SC Bronx, NY 10456 Likes: *Spawn*, *X-Men*, *WildC.A.T.s*	Phil Skrylland Age: 15 Sex: Male 216 North St. Troy, MN 56175 Likes: *X-Files*, *Savage Dragon*, *WildC.A.T.s*	Amy Turner Age: 20 Sex: Female RR2 Box 488 Montgomery, IN 47558 Likes: *Rex & Stimpy*, *Darkhawk*, *WCW Wrestling*

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Ask the Wizard

Q: What are Venom and Carnage's webs made of?

—Evil M. Sergi, Depew, NY

A: *It's just like spit, snot, mucus, or any of that other fun stuff a living body produces. These symbiotes produce the webbing as part of their regular body functions.*

Q: Is Speedball a mutant, an android, or something else?

—D. Blair, Burleson, TX

A: *Something else. He was a normal Joe till he was nailed by an extra-dimensional energy source during one of his dad's experiments.*

Q: Can Warblade shape any other parts of his body?

—B. Bang, San Gabriel, CA

A: *While a dozen jokes spring to mind at your inquiry, the answer to your question is no.*

Q: If Rogue absorbed Wolverine's memories, would she know everything that Wolvie forgot?

—G. Burosh, South Bend, IN

A: *Rogue did absorb Wolvie's memories back in* Uncanny X-Men *#158 and has never sat down with Wolvie to tell him any secrets, so we'd venture to say no.*

Wizard Wonders...

If Archer & Armstrong died (or whatever) during "Chaos Effect," would anybody notice?

Ask the Pros

Hey, Nelson:
"What's the grossest thing you've ever eaten?"

W. Rodriguez, West Haverstraw, NY

Photo: J. Scanlan

Have a question that's bugging the heck out of you and that no one can answer? Heck, the Wizard can answer anything. Just send your stumpers to Ask the Wizard, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064

your addle-brained little fanboy mind might think that Vampirella is God's gift to tangs, a date with her just ain't gonna happen. Sorry.

Hey, better you hear it here than from someone on the street.

Dear Wizards,

What's the difference between the Spawn/Batman crossovers other than price?

Ramon Escobedo
Uniondale, NY

One is lousy, one is really lousy. I'll leave it up to you to decide which is which.

Dear Wizard,

My mom's giving me $100 to buy a comic book. Which one should I get? I really can't decide.

John Rarwoski
Valencia, CA

Don't buy one—buy 100! Chances are you can get 100 different issues of the greatest comic series of all time, *Sgt. Fury and His Howling Commandos*, for an average of about a buck a throw.

Dear Wizard,

Who would win in a fight: Bloodwulf [from *Darker Image*] or Lobo?

Paul Beckett
Warren, RI

Since Bloodwulf is just a pale imitation of Lobo, it would be Lobo by a knockout in the first round.

Photo: Courtesy Barnes & Noble

Dear Caped One,

My baby brother deep-fried my *Amazing Spider-Man* #300. Will this affect its resale value?

James Plummer
Salisbury, England

Package it with some ketchup and salt and you should be OK.

Dear Wizard,

Is *Wizard* magazine going stop after a period of time?

Victor Favela Jr.
Glendale, AZ

Not as far as I know. We're in this for the long haul. Unless that is, you know something I don't. I hope you don't. I mean, I like my job. And I just don't see myself with a career in the french-frying arts.

Dear Wizard,

What does the "DC" stand for in DC Comics?

Jason Sebesto
Landisville, PA

It stands for *Detective Comics*, the company's flagship title that started way back in 1937 and still brings you monthly tales of the Batman.

Dear Wizard,

A few years ago, Batman editor Denny O'Neil said somewhere that an alternate ending to the "Death in the Family" storyline was written that was to be published just in case the fans voted to save Jason Todd. Does that version still exist, and if so, will it ever be published?

Thomas Coe
Burt, MI

According to Maureen McTigue, assistant manager of marketing communications at DC Comics, "The whole death sequence was only three pages long, so it really wouldn't amount to a big story change." As to if these three pages will ever see the light of day, it's doubtful. Says McTigue, "Jason Todd is dead. Long live Tim Drake."

Dear Wizard,

I want to know what ran through your head when you had Magneto take out Wolverine's adamantium. And also, why did you have Sabretooth join the X-Men? I mean, that was really dumb!

Carlos Pino
Paterson, NJ

This is a surprisingly common type of letter. So just to clear up any confusion, let's set the record straight.

Marvel Comics had Magneto take out Wolvie's metal bones and linked up Sabretooth with the X-People. They also did everything else that ever happened to any Marvel Comics character.

We are Wizard Press. We publish *Wizard*, *Entertainment Retailing*, and *Collector's Sportslook*. We do not publish comics. Companies like Marvel, DC, and Dark Horse make the comics, we just report on them. *Capice?*

Dear Wizard,

Why did you pick Beavis and Butt-Head for the cover of *Wizard* #30 instead of a mutant?

Ron Scott
Atoka, TN

They *are* mutants—just look at those heads! They've got the greatest head length-to-width ratio since Conway Twitty.

Dear Wizard,

I like Brutes & Babes because I myself am an aspiring artist. Although I just turned 15 years old, I want to draw like I'm 25.

Alec Stewart
Port Republic, MD

Just wait 10 years.

Dear Wizard,

Can you answer these?

1) Will Shadowhawk ever team up with

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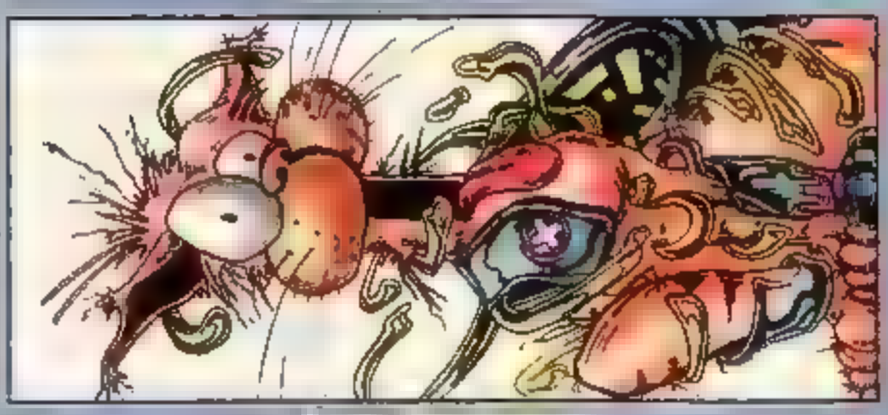

Wolverine?

2) Will Grendel ever fight Spider-Man?

3) Will Bane come back to fight Batman?

Mike Thacy
Brooklyn, OH

Sure

1) Nope.

2) Hey! Now that would be neat! If Spidey wore his black duds, you could hardly tell them apart. Actually we buzzed Grendel creator Matt Wagner, and he says there are no plans for such a tussle

3) Bet the house on it.

Dear Wiz Kidz,

My friend and I were flipping though our old comics when we found a copy of *Amazing Adventures* #5, which at first we thought was *X-Men* #3, the first appearance of the Blob. We would like to know what the first appearance of the Blob is. Thank you.

Sean "Fenn" Fennessey
Huntington Station, NY

The first appearance of Fred J. Dukes, aka the Blob, was indeed *X-Men* #3. *Amazing Adventures* in this incarnation (vol. 3) was an early 80s reprint series that chronicled the adventures of the original X-Men.

Dear Wizard,

Here is an idea for a cool comic. Bring Illyana back from the dead. Have her become Magik again and fight alongside Longshot. They could also be joined by Nikk Doyle (Wild Thing), Slick (from *Machine Man*), and the Dazzler. I would buy it.

Stephen Couvillion
Baton Rouge, LA

Yeah. You and no one else.

Well, cats and kids, that's it. I've got to get back to my real life, such as it is. Write soon. Until next month, I remain...

Your humble and faithful servant,

Jim McLauchlin

Jim McLauchlin is the news editor of our companion publication Collector's Sportslook. *He thinks the lowest point in American pop music history was Motley Crüe's cover version of "Anarchy U.K."*

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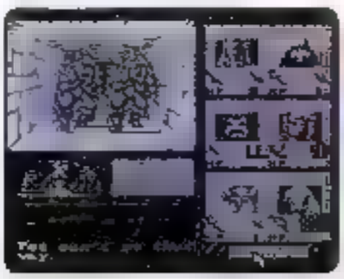

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Photo: J. Schuyler

Photo: Al Ortega

Joe Quesada (left) and Jimmy Palmiotti (above) present Event Comics, their new publishing company.

EVENT COMICS

QUESADA & PALMIOTTI Announce Big EVENT

The fan-favorite art tandem of **Joe Quesada** and **Jimmy Palmiotti** have announced the formation of their new creator-owned imprint. The company, to be known as **Event Comics**, consists of Quesada, Palmiotti, and Publisher Laurie Braddoch. The formation of Event has been in the works for many months now.

According to Palmiotti: "With Joe and I being good friends, we've been traveling to shows together for a while, and we always found ourselves coming up with potential creations and asking each other why don't we put these creations out. Figuring that the major companies will use our creations for toys and other items, with us getting nothing in terms of royalties, we finally said, 'Hey, we should put the characters out ourselves.'"

"People have been asking us when we were going to do some creator-owned work for about a year and a half now, and I just didn't feel the time was right yet," Quesada says. "We were going to start on Event Comics after my stint on *Ninjak*, but that stint was cut short, so we decided the time is right now."

Event Comics's first title will be ***Ash***, named after a superhero whose alter ego is a fireman. Quesada says he believes that "firemen are the noblest and truest of heroes, and it amazes the two of us that this concept hasn't been used before."

The pair will share plotting and scripting duties on *Ash*, with Quesada penciling and Palmiotti inking the title. "Jimmy and I mesh together perfectly," Quesada says. "We feel that we've worked with some of the best writers in the business, and hopefully we can take what they've taught us to heart to pull together a great story."

"This book won't be slow paced," Palmiotti asserts. "It's gonna move. We look at it in terms of a movie, with a set beginning, middle, and end, and hopefully the market will respond positively and we'll be able to keep their interest as the story unfolds."

The duo states that Event's philosophy will be aimed towards maintaining quality in terms of story, art, and production as well as producing stories and characters to which people can relate. "If we sell five copies or a million copies," Quesada says, "this is a book that we feel anyone can pick up on the stand and say that it not only looks good but it's a good read."

Palmiotti concludes, "These stories will have our stamp of approval on them, so it's our time and opportunity to put our money where our mouth is."

The formal introduction of the company will take place at this year's Chicago Comicon, July 1-3, to be held at the Rosemont Expo Center.

—Rob Samsel

Photos: Al Ortega

William Shatner, the admiral of parlor tricks, stunned fans by making a Fabian Nicieza out of balloons. "After this, I'm again 'where no man's gone before!'" said unholy lord of Trekkers.

Photo: J. Schuyler

New plans for Marvel's UK line announced. Fan reaction overwhelming.

Photo: J. Schuyler

Harvey launches new Raggedy Ann and Andy comics. "They're grim and gritty for the '90s!" says spokesman.

In Memoriam: DON THOMPSON, 1935-1994

Don Thompson, co-editor with his wife Maggie of ***Comics Buyer's Guide***, died on May 23, 1994. He was 58, and just one month shy of his 32nd wedding anniversary.

Although no cause of death has been given, it "was almost certainly congestive heart failure, for which he had been under treatment," according to a statement from *CBG* Publisher **Greg Loescher**.

Thompson was born October 30, 1935, in Barren, Penn. After getting a B.A. in journalism from Pennsylvania State University, he began a career in newspapers, including a long stint for the *Cleveland Press*. He also co-edited *The Comic Book Book* with Dick Lupoff.

He met his future wife, Maggie Curtis, in 1957, and they married in 1962. Together, they edited a number of science fiction and comics fanzines, including *Harbinger*, *Comic Art*, *Ballast*, and *Newfangles*. When *Newfangles* folded, the Thompsons began writing a column called "Beautiful Balloons" for Alan Light's *The Buyer's Guide to Comics Fandom*. In 1982, Light sold the *Buyer's Guide* to Krause Publications, where it changed its name to *Comics Buyer's Guide* and the Thompsons became its co-editors.

Don Thompson, 1935-1994

As word of Thompson's death spread through the industry, professionals and colleagues of all stripes stopped to remember this seminal fan. Invariably, they mentioned his gentlemanly manner and good humor.

"Don will be remembered by everyone as a nice guy in a small field filled with big egos," says **Marty Stever**, vice president of marketing at Valiant. "It will be difficult to edit 'Don and Maggie' out of our speech."

"Our memories of Don as a true fan will only be surpassed by those of a real gentleman," agrees Dark Horse Publisher **Mike Richardson**. "He was a pleasure to talk to and his presence on the convention floor and in print will missed for years to come."

Warp Graphics co-founder **Richard Pini** has similar thoughts. "Don was a gentleman. In a business where mudslinging seems to be the order of the day in personal interaction, Don never stooped to conquer. He never had to. He spoke his mind fairly. And his humor was the kind you had to take with water. I'm going to miss those qualities."

"Back when fanzines used to be mimeographed onto stone slabs, Don Thompson was a founding father of it all," writer **Mark Evanier** says. "There was never any money in it, but he and Maggie did it; both had a love for the medium and its fans."

Writer **Peter David**, a *CBG* columnist, told *Wizard* that Thompson "valued comics and their history, the people who created them, and their continued promise as an art form. I valued Don's work as an editor and critic, and was proud to call him my friend. I will miss him, and his counsel, terribly."

Don Thompson is survived by his wife, Maggie, a daughter, Valerie; a son, Stephen; and several brothers and sisters. The family asks that contributions be made in Don's name to the Comic Book Legal Defense Fund, 38 Miller Ave. #176, Mill Valley, CA 94981.

—Patrick Daniel O'Neill

SHARPE to be New HULK Artist

When penciler Gary Frank announced that he would be leaving *The Incredible Hulk* with November's issue #425 to work on a series of Hulk specials, there was much speculation as to who would replace him. According to *Hulk* editor Bobbie Chase, Liam Sharpe (*Death's Head II*) is stated to become the title's new regular penciler. Frank and Sharpe will each pencil half of issue #425, a double-sized book. Robin Riggs will ink Sharpe while longtime Frank inker Gene Smith will ink his last Hulk material with Frank's final [illegible]

According to [illegible] *Hulk* #42[illegible] the most important [illegible] "savage personality"; Chase won't specify whose personality [illegible] will be, though one can guess [illegible] green behemoth will ev[illegible] under longtime [illegible] David's reign [illegible] "The Monster [illegible] is expected [illegible] change [illegible] How much? We [illegible] to wait till November to find o[illegible]

NEW UNIVERSE with ZERO Month

All DC Universe books shipping between August 16 and September 6 will be #0 issues, in an effort to reintroduce the DC Universe to readers in the wake of the five-issue ***Zero Hour*** mini-series, which ships throughout July and early August.

Most #0 issue will reintroduce their lead characters and/or teams, while a few will introduce new heroes and teams. Some issues will have revised histories, while others will recount unaltered histories in order to better acclimate the reader. After this month, all the books will return to their regular numbering.

Among the major events: in ***Hawkman #0***, the new Hawkman, who is very much like the Silver Age version, will go on a quest to learn more about his new powers; in ***Superboy #0***, Superboy's first three days out of Project Cadmus; in ***Green Lantern #0***, Green Lantern vs. Green Lantern, as Kyle Rayner possibly witnesses Hal Jordan becoming a hero again; in ***The New Titans #0***, **Damage, Impulse, Arsenal, Terra**, and the new **Green Lantern** form a team; in ***Action Comics #0***, Superman's dead body is discovered under the Superman Memorial; and in ***Catwoman #0***, Catwoman is caught by the police, forcing a redefining moment.

Zero Month will let you catch your favorite DC heroes for the first time...again!

Busiek Off of *MARVELS II*

Kurt Busiek, co-creator and writer of the hit mini-series ***Marvels***, has confirmed that, contrary to previous reports, he will not write the highly anticipated sequel.

Busiek says that although there were creative differences, his departure from the project was amicable. "Everybody was concerned with...how to make ***Marvels II*** the best series it could possibly be. It just turned out that the best way to do that was for me to bow out."

Busiek explains that the sequel will be painted not by *Marvels* artist **Alex Ross** but by newcomer **Tristan Schane**, whom Busiek calls "a terrific young painter with a lot of energy and enthusiasm." However, Busiek claims he was writing the sequel to fit his former collaborator's style and not Schane's.

"To ask Tristan to paint *Marvels II* the way Alex would have would be unrealistic and unfair," Busiek says. "It would have been like hiring John Romita Jr. and asking him to draw like Jim Lee—a waste of a talented artist, as you bury his strengths under the effort of trying to be something he's not. Unfortunately, that was pretty much what I was doing."

Busiek says that Schane "deserves a writer who can come onto the project and write to his strengths and give him a platform from which he can do his best work, as I hope I did for Alex. I'd love to work with Tristan on some other project sometime, one which would involve a different sensibility from the start, so we could both start fresh."

The writer says that *Marvels II* will no longer be based upon his proposal or story material and that it will be started from scratch.

A replacement for Busiek has not yet been named, and the series's '94 release has been pushed back to an undetermined time.

Marvels © & ™

Neither *Marvels* creator Busiek nor Ross will return for the sequel

In the meantime, Busiek will continue to write for Marvel, starting with the monthly *Night Thrasher* and the prestige format *Strange Tales* one-shot, to be painted by Ricardo Villagran, and starring Dr. Strange, Thing, and the Human Torch.

What's Up With...Death II?

After the huge success of the three-issue ***Death: The High Cost of Living*** by **Neil Gaiman** and **Chris Bachalo**, a second *Death* mini-series was announced by DC. However, while Gaiman has publicly stated he would like to do another Death mini-series with Bachalo, he admits he has no story concept yet.

—William A. Christensen and Mark Seifert

Stroman Axes Axis

Larry Stroman, co-publisher of **Axis Comics** and co-creator of its flagship title, ***Tribe***, announced in May that effective immediately he was dissolving the company, canceling the bulk of its announced projects, and breaking off his professional association with partner **Todd Johnson**. Stroman said that this decision would not affect the production of *Tribe* #4-#6 or ***Shaman's Tears*** #3-#4 but that it would effectively terminate work on all other announced projects including ***Bar Sinister*** and ***Sable and the Cat*** and further issues of *Tribe* and *Shaman's Tears*.

In a faxed announcement, Stroman stated that he regretted making the decision, but due to a drastic change in his working relationship with *Tribe* co-creator Johnson as well as to increased production costs the action was necessary. The fax also cited "creator apathy" and unforeseen market conditions as factors in the decision. "My last 10 years spent creating comics had not prepared me for the distractions and complications that arise in the business of comics," Stroman states. "Over the last year with Image and the Axis, my artistic output has been minimal. This drastic action is regrettable, but it is time I return to what I do best: art."

The creators of previously announced Axis series such as *Deathgrip*, *Beasties*, *Quantum 5*, *Nightvenger*, *Power Company*, and *Marcus Arena* are free to pitch their projects to publishers. Stroman made it clear that all creators will be paid for work completed prior to the announcement. Axis's comic magazine *Fan*, has been sold to its editor Stephen Egged.

Stroman's fax concluded by stating that *Tribe* would continue as announced through issue #6 but that it would take off in an entirely new direction beginning with issue #7. The fax implied that Stroman was taking sole possession of *Tribe* and that the series would continue publication under a new name.

Johnson was unavailable for comment.

—Robert J. Sodaro

COMPANY UPDATES

AC COMICS
In August's *Femforce #76*, Rad is back and she brings the Femforce to their knees, thanks to the mysterious Traveler. Plus: readers will learn the Traveler's identity.

ANTARCTIC PRESS
Twilight-X returns in *Twilight-X Quarterly #1* in August. The story, by Joseph Wight, has Jed and Toots defend their island getaway from attacking Neo-Nazi Wankers.

BONEYARD PRESS
Boneyard Press and CFD Productions will co-publish *Outlaw Nation: An Anthology for the Damned* in October. This horror anthology, weighing in at 80 pages and $4.95, will be published quarterly.

DARK HORSE COMICS
This fall, Dark Horse is reprinting Marvel Comics's original adaptation of *Star Wars: The Empire Strikes Back*. This two-issue mini-series will be recolored for this go-around.

DC COMICS
The JLA spin-off book *Extreme Justice*, due in January, is rumored to feature Blue Beetle and Booster Gold among its characters.

DEFIANT
Readers who want to see Jim Shooter and the Defiant crew should catch the *Defiant: Inside the Tower* video in August. Sit in on creative meetings and watch profiles of various creators. Retail price is $6.95.

EXPRESS PUBLICATIONS
Under its Parody Press banner, Express will release a *Hellshock* spoof in August entitled *Hellspock*, by Zen *Intergalactic Ninja* writer/artist Bill Maus.

FULL MOON COMICS
Full Moon has officially changed its name to Silver Moon Comics. Silver Moon has not altered its plans to publish two monthly titles by next summer. It says it's currently negotiating with such writers as Peter David, Harlan Ellison, and Marv Wolfman to develop the two titles.

IMAGE COMICS
A Youngblood: Year One mini-series, to be written by Kurt Busiek and drawn by Rob Liefeld, is expected to ship sometime this fall.

KITCHEN SINK PRESS
Ocean City Capital, an L.A. entertainment investment banker, is reportedly entering on agreement to buy Kitchen Sink. The publisher is declining to comment, although it will say there is interest in buying it.

The Death & Return of Superman
Sunsoft
Super NES/1 Player
Available: July '94

™ & © DC Comics

Based on DC Comics's death of Superman and "Reign of the Supermen" comic book stories, *The Death & Return of Superman* offers 10 levels of nonstop action that require gamers to control five different characters (Superman, the Cyborg, the Eradicator, Superboy, and Steel) as the story unfolds. Each character can hover in the air or walk along the ground as he battles dozens of evil characters using combinations of eight unique fighting moves.

The graphics are detailed and the on-screen characters are large. Much of this game is based upon horizontal scrolling, hand-to-hand combat, and the use of various super powers and weapons. There are also flying/shooting stages. In between each level, comic book-style graphic animation tells the story behind this adventure. Superman fans who enjoy fighting games will be delighted with the action offered by this 16-meg cart.

TIE Fighter
LucasArts Entertainment
IBM PC (or compatibles)/1 or 2 Players
Available: Summer '94

The sequel to the best-selling computer simulation *X-Wing* offers *Star Wars* fans the opportunity to join the Empire and take part in the ongoing battle between the Rebel Alliance and the Empire. In *TIE Fighter*, players must restore and enforce Imperial rule by crushing Rebel insurgencies.

From a graphics, sound, and overall game play standpoint, *TIE Fighter* is extremely similar to *X-Wing*—both are highly detailed combat simulations that put gamers in the pilot

™ & © LucasFilm Ltd

seat of various spaceships and fighters from the *Star Wars* movie trilogy. The majority of the graphics are created using 3-D polygon and bitmap animations that lend realism to the on-screen action. Interspersed throughout the adventure are cinematic sequences that convey the storyline.

Just as with *X-Wing*, LucasArts plans to release additional mission disks (sold separately) for this game, so gamers can experience new combat campaigns. The game's excellent graphics are combined with sound effects and music from the *Star Wars* movie, making this an exciting simulation that allows gamers to become immersed in the *Star Wars* universe.

Wolfenstein 3-D
Imagineer America Inc.
Super NES/1 Player
Available: Now

It started with a group of computer hackers from id Software who developed a series of computer games known as *Doom* and *Wolfenstein 3-D*. These megapopular PC-based shareware games have been available via modem, from bulletin boards and on-line services only. Straight from the PC underground comes a Super NES version of *Wolfenstein 3-D* that offers six missions and over 29 levels of shooting action, seen from a virtual reality-like first-person perspective.

While the graphics and sound effects in this Super NES version of *Wolfenstein 3-D* aren't as impressive as those in the PC editions, this one-player game offers the same type of challenges. Players race through mazes and shoot at enemies. This cart is compatible with the basic Super NES controller or the optional mouse accessory.

Coming Soon...

Nintendo has announced that it does not plan to produce a 32-bit system like competitors Sony, Sega, and Matsushita have...Malibu plans to develop a video game based on its *UltraForce* title. Acclaim Entertainment plans to release *Stargate* (based on the upcoming movie) for the Sega and Nintendo systems, but first, prepare for *Mortal Kombat II*, coming in September. Acclaim will also create a video game based upon the upcoming *Batman Forever* motion picture. *Alien vs. Predator* and *Double Dragon V* are coming for Atari's Jaguar.

—Jason R. Rich

MARVEL to Publish HARVEY COMICS

Harvey Comics and Marvel Entertainment have entered into an agreement in which Marvel will assume worldwide publishing and distribution responsibilities on behalf of Harvey. The new association will start this fall with the launch of five Harvey titles, and more new titles are planned for 1995.

"As evidenced by their continuing dominance in the comic book publishing industry, Marvel Comics is without peer when it comes to marketing and distributing comic books," Harvey Executive Vice President **Barry Blumberg** says. "We're delighted to have their expertise behind **Casper**, **Richie Rich**, and the entire Harvey line of comics."

Michael Z. Hobson, Marvel Group VP, says, "This agreement with Harvey reflects Marvel's determination to expand our presence in the kids' comic book market. The Harvey line of characters, known to every generation since 1939, affords us a tremendous opportunity to build the best line of children's comics that has been seen in decades."

LIGHTNING COMICS
October's *Bloodfire/Perg* #1 and November's *Perg/Bloodfire* #1 are "internal crossovers" that will share the same story but be told from the perspective of each protagonist...The government assassin Deathmark will receive his own mini-series in November...Perg will return in his own #0 book in December...Bloodfire will get his next mini-series in January 1995.

MALIBU COMICS
Giant-Size Wrath* #1, shipping in August, kicks off an all-new storyline and introduces a new costume for Wrath...August's *Prototype* #0 collects the four-part Prototype storyline from *The Malibu Sun* #33-#36...In August, look for Malibu UltraGear and BravuraWear through the direct market. The merchandise will include top-quality hats, pins, shirts, jackets, and gym bags...In September, the four-part story "Hostile Takeover" will cross through *The Night Man* #12, *Solitaire* #10, *The

LEE Gets LIFETIME Contract

[illegible] April 25 **Stan Lee**, chairman of Marvel [illegible] and Marvel Films and co-architect of most [illegible] Marvel Universe, was signed to a lifetime [illegible] by Marvel Entertainment Group. Lee, 72, [illegible] been with the publisher since 1939.

[illegible] EO William Bevins Jr. says, "Lifetime [illegible] are rare in any business, and the enter[illegible] industry is no exception. But rarer still [illegible] dividuals with the gifts of Stan Lee, who has [illegible] Marvel's creative powerhouse for more than [illegible] century."

PRIME Month is October

Mal bu is designating October "**Prime Month**," and it's celebrating the occasion with a **Boris Vallejo** cover on ***Prime Annual #1***. *Prime Annual #1*, which introduces the new post-Rogue Prime costume drawn by **Norm Breyfogle**, depicts Dr. Gross's search for a subject with whom Prime can breed, Hardcase guest stars.

Painter Boris Vallejo struts his stuff on the cover of Prime Annual #1.

™ & © Marvel Entertainment

LONE RANGER Returns

The Lone Ranger and Tonto might never ride again in their new mini-series.

In August, look for Topps's four-issue *Lone Ranger and Tonto* mini-series by Joe R. Lansdale, Timothy Truman, and Rick Magyar. The first two names are no strangers to Westerns; they produced the acclaimed *Jonah Hex: Two-Gun Mojo* for Vertigo last year. *Lone Ranger and Tonto* is expected to be so different that the heroes will split ways on the very first page of #1!

The story goes like this: an Aztec treasure on loan from the Mexican government is stolen, and the Texas governor orders the Lone Ranger to retrieve it. Unfortunately for the Ranger, the recovery of the treasure is the least of his problems as he encounters the best and worst the frontier has to offer.

According to Topps, this series will depict the protagonists as "real people with real emotions, who possess real and noble codes of ethics." And wait until you see the "I'm-not-gonna-take-any-more-crap" Tonto; it's unlike any version ever seen before.

Pick this series up at an affordable $2.50 per issue.

MILLER Continues SIN CITY

Writer/artist **Frank Miller** will continue his popular and acclaimed *Sin City* series of series with ***Sin City: The Big Fat Kill*** in November. This six-issue series stars Dwight McCarthy, the star of *Sin City: A Dame to Kill For*, who will lead a war on the streets of Sin City. Crime bosses are looking to annex Old Town, the nasty part of town that even the cops don't dare enter, but the resident gals aren't as submissive on some issues as they are on others.

The Big Fat Kill, which will be published by Dark Horse Comics, is expected to sport an all-new design in its packaging, so check it out this fall.

***Solution #13*, and *Giant-Size Prototype #1*. The story has a corporate war fought not by bidders but by superheroes...In November, Hardcase will star in a four-issue mini-series with a story that predates *Hardcase #1*. The story, guest-starring the Squad, was determined by writer James Hudnall to be too big for a single #0 issue.**

MARVEL COMICS
Marvel has a whole bevy of new projects slated for release between July and December: a four-issue *Bishop* limited series by John Ostrander, Carlos Pacheco, and Cam Smith that reveals much about the enigmatic X-Men; a *Sabretooth* trade paperback reprinting the popular '93 mini-series; a four-issue *Vision* limited series written by Bob Harras that pits Vision against an Anti-Vision with a secret agenda; *Fantastic Four #396*, in which the foursome are reunited and the groundwork is set for issue #400; a *Marvels* trade paperback reprinting #0-#4; a sequel to *Hearts of Darkness* starring Ghost Rider, Wolverine, and the Punisher, set to ship late in the year, by Howard Mackie and Ron Garney; and a three-issue *Punisher: Year One* mini-series by Dan Abnett and Andy Lanning with art by Dale Eaglesham.

NOW COMICS
Look for the *Syphons* trade paperback, reprinting this year's three-issue mini-series, in August for $5.95.

SKY COMICS
In July, look for *Star Police #1*, based on the action figures line to debut from Hasbro in 1995. The story follows four young space cadets who patrol the spaceways while trying to spare Earth from an alien invasion. Look for it at $2.50.

TRIUMPHANT
To further its commitment to produce solid science fiction stories, Triumphant will now place a "Science Fiction/Action Adventure" logo on the upper left portion of its covers.

VALIANT
Coming in August is *Timewalker #1*, in which Ivar infiltrates Nazi Germany. By Bob Hall, Don Perlin, and Gonzalo Mayo...Also in August is *Ninjak Yearbook #1*, by Mike Baron, Bryan Hitch, and Andy Lanning. When Dr. Silk develops a way to conceal nuclear devices for terrorists, Ninjak must try to avert disaster by facing off with Silk and his assassins.

WARP GRAPHICS
The characters from Warp's fantasy epic *Elfquest* will appear in a comic book to benefit the Make-A-Wish Foundation. Warp, a Poughkeepsie (N.Y.)-based publisher, will produce an eight-page, $2 cover price comic with proceeds benefiting the Make-A-Wish Foundation of Central New York. The Make-A-Wish Foundation grants wishes to extremely ill children. This marks the first time that the *Elfquest* characters have been used to promote a national charity, according to series co-creator Richard Pini.

Cartoonist Jailed on OBSCENITY Charges

On March 31, 1994, a Pinellas County, Fla., jury found 24-year-old **Mike Diana** guilty of selling an obscene publication, his self-produced comic ***Boiled Angel***. His sentence included three years probation and a $3,000 fine.

Diana first came to Florida law enforcement officials' attention during the investigation of a series of murders in the Gainesville, Fla., area. California police sent Florida authorities copies of *Boiled Angel*, which prominently features accounts of dismemberment, cannibalism, and sexual violence. Although Diana was cleared and another suspect convicted, the magazines were passed on to the Pinellas County sheriff's office. They, in turn, ordered copies from Diana, who sold *Boiled Angel* only via mail order. Diana filled the order, the first he had received from his own area, and soon found himself facing criminal prosecution for obscenity.

Assistant State Attorney Stuart Baggish, who prosecuted the case, claimed that Diana's work contributed "to the breakdown of the moral fiber of the country." Diana contended that his drawings merely reflect the ills of society.

Obscenity is not protected under the First Amendment, according to the U.S. Supreme Court. In a 1973 case, it set forth a three-pronged test for determining whether material is obscene. First, it must appeal primarily to prurient interest. Second, it must be patently offensive according to the standards of the local community. Finally, taken as a whole, it must lack serious literary, artistic, political, or scientific value.

Diana's lawyer Luke Lirot and *New York Times* artist Peter Kuper, called in as a defense expert, claimed that Diana's drawings show influences ranging from artists such as Pablo Picasso and Edvard Munch to the Oscar-winning movie *The Silence of the Lambs*. "Not all art is meant to soothe or entertain," said Lirot. "Sometimes art has to be ugly." On the other hand, the prosecution's experts, two professors from local Eckerd College, said that the publication had no literary or artistic merit.

The "community standards" test was the apparent key to the prosecution's case. In his closing argument, Baggish pointed out that "Pinellas County has its own identity. It doesn't have to accept what is acceptable in the bathhouses in San Francisco and...in the crack alleys of New York."

The jury took only 90 minutes to convict.

Judge Walter Fullerton sentenced Diana to a weekend in jail, making him the first cartoonist in U.S. history to be jailed on obscenity charges. On the following Monday, in addition to the probation and fine, Fullerton ordered Diana to undergo a psychological evaluation, take a journalism ethics course at his own expense, and perform eight hours a week of community service. Finally, he prohibited Diana from having any contact with children under 18 and from drawing anything obscene, even if only for personal use. Diana's probation officer may search the cartoonist or his home at any time without a warrant to see what he has been drawing.

The arrest and sentence has drawn criticism from fellow cartoonists and media scholars. Pulitzer Prize-winning cartoonist **Art Spiegelman** found the decision "barbaric." **Mort Walker**, artist of the Beetle Bailey newspaper strip, also came to Diana's defense.

Diana's defense was largely underwritten by the **Comic Book Legal Defense Fund**, which is planning to appeal. Donations are being solicited for the appeal, and those wishing to contribute can send money to the CBLDF at P.O. Box 693, Northampton, MA 01061.

—Paul J. Grant

WIZARD looks back...

The Shadow

The Shadow knows much more than what evil lurks in the hearts of men. He also knows how to be successful in various entertainment industries. He's seemed home in several different media since his creation in 1930.

That year, pulp publisher Street & Smith began sponsoring a radio show to help promote its pulp title *Detective Story Magazine*. The show featured a host known as the Shadow, whose sinister laugh made him a favorite with listeners. To take advantage of his popularity, Street & Smith developed the character and sponsored a contest that required participants to write a description of the Shadow based on a series of 10 clues. Thus the Shadow changed from a formless radio voice to a mysterious cloaked figure with a quick wit, formidable athletic prowess, and marksmanlike aim.

With the character more fully defined, Street & Smith's next step was to put him in an actual adventure. Pulp writer Walter Gibson wrote the first Shadow story, "The Living Shadow," which appeared in *The Shadow Magazine* #1 in April 1931. *The Shadow Magazine* was so successful that it quickly switched from a monthly to a biweekly schedule. Gibson continued to write *The Shadow Magazine* sagas until 1946.

In 1937, the Shadow appeared on film for the first time in *The Shadow Strikes*. Also that year, the Shadow's radio show was overhauled, with the Shadow recast as the star of his own adventures rather than merely narrator. The show introduced supporting character Margo Lane as the Shadow's companion, and is well remembered for the menacing voice of the Shadow intoning, "Who knows what evil lurks in the hearts of men? The Shadow knows!" Orson Welles played the Shadow on the show until 1939. The radio show cemented the Shadow's alter ego as Lamont Cranston (he had acquired a variety of identities over the years) and also gave him the ability "to cloud men's minds so that they could not see him."

That ability was incorporated into some of the Shadow's subsequent adventures in his newspaper strip, which ran from 1938 to 1942. Drawn by artist Vernon Greene, the strip incorporated elements of both the pulp and radio show.

Meanwhile, *Shadow Comics* #1, featuring reprints from Greene's newspaper strip, was introduced in March 1940 by Street & Smith. Greene later produced original stories for the comic. The comic version included the Shadow's supporting characters and persistent foes, most notably his archrival, Shiwan Khan.

Both comic and pulp ended in 1949, and the radio show ended in 1954, but the Shadow returned in books and comics in a 1960s revival. Original scribe Gibson wrote the novel *The Shadow Returns* in 1963.

Archie Comics gave the character his own series in 1964, but this version shared little more than a name with previous incarnations. In 1973, DC Comics produced a more faithful version with art by Michael Kaluta. In 1986, writer/artist Howard Chaykin redefined the character in an ultra-violent four-issue DC mini-series. DC followed up with *The Shadow* (1987) and *The Shadow Strikes* (1989), both ongoing monthlies.

Last year, Dark Horse Comics obtained the rights to do Shadow comics, and began with their *Shadow: In the Coils of Leviathan* mini-series. A second Dark Horse-produced Shadow mini-series is in the works. On July 1, Universal Studios will release *The Shadow*, a feature film starring Alec Baldwin. A comic book adaptation of the film will be written by Joel Goss and illustrated by Shadow veteran Michael Kaluta.

—W.A.C. & M.S.

LEE MACLEOD
Sci-Fi
Fantasy Art
Card Collection
Best known for his work on Lucas Films' "Howard the Duck" and Warner Bros "Batman" campaigns, Sci-Fi/Fantasy artist Lee MacLeod brings his unique style and graphic technique to his first ever trading card series! This visually exciting 60 card set includes one TEKCHROME™ bonus card in EVERY PACK! Plus, look for randomly packed Lee MacLeod autographed cards!
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DHC Becomes CGW

With issue #25, *Dark Horse Comics* will be canceled and replaced by a monthly title focusing on several Comics Greatest World characters who will debut a few months beyond *DHC*'s cancellation. As many readers of *DHC* know, the title has been showcasing serialized Comics' Greatest World stories since #8, the debut of X. The new book—it has yet to be named—will be formatted much like Marvel Comics's defunct *Marvel Team-Up* title, teaming various characters in stories pertinent to the happenings of CGW.

This Month in History

Historic comic book events that took place in the month of AUGUST.

***Marvel Science Stories* #1:** Pulp publisher Martin Goodman introduces this science fiction pulp magazine. He liked its name so much that he used it for his publishing enterprise, Marvel Comics.

Police Comics #1: This oddly titled comic from Quality Comics contains the first appearance of Plastic Man.

***Batman* #78:** This appearance by DC's first green manhunter from Mars, Rob Kar, predates J'onn J'onzz's first appearance by more than two years.

***Spider-Man* cartoon.** Spidey ends his first stint as an animated star after two years on ABC.

***Super Friends* cartoon:** The Super Friends, which initially featured Batman, Robin, Superman, Wonder Woman, and Aquaman, end their original two-year run on ABC. The team went on to star in four follow-ups to the original show.

***Batman* #436:** The first appearance of Tim Drake, the boy who would become Robin III

***WildC.A.T.s* #1.** Jim Lee launches his first title at Image Comics.

—W.A.C. & M.S.

GAMER'S GUIDE

BY ROBERT T BOGLEY

It is a dangerous time. The international criminal conspiracy known as VIPER continues to grow in strength under the leadership of the mysterious Supreme Serpent. An ancient group of evil sorcerers calling itself DEMON works to acquire vast magical power to use in the service of their dark gods. The ruthless members of Eurostar, headed by the villainous Fiocho, seek to unify all of Europe—by force, and under their rule. An awesomely powerful entity called Firewing, the ultimate warrior of an alien race, searches for a worthy challenge among the paranormals of Earth and leaves the mangled bodies of heroes in his wake. The robot Mechanon, seemingly unstoppable, strives ever towards his ultimate goal—the painful eradication of all organic life. Watching over it all, Dr. Destroyer schemes, prepares, and moves ever closer to ruling the world!

Sounds like these jerks need to get their butts kicked, doesn't it? But don't go looking for them in the pages of a comic book; these villains and others can only be found in the *Champions* role-playing game. Released in 1981, *Champions* was the first superhero role-playing game ever produced, and it remains a real favorite with gamers today.

Champions, which is designed by Hero Games and produced and distributed by Iron Crown Enterprises, uses a set of rules known as the HERO System and is compatible with any other game using that system, meaning that characters, monsters, and other game elements can be swapped between them. *Fantasy Hero*, *Horror Hero*, *Cyber Hero*, *Ninja Hero*, and *Western Hero* all use the HERO System rules and can be combined with *Champions* to produce some very interesting adventures.

The HERO System is comprehensive and flexible and can be used to create virtually any kind of character in any setting. The basic game mechanics are not difficult, but there's a lot of detail in the system and it can take a while before someone really gets the hang of the game. The only dice needed to play are the normal six-sided variety, although you may need about 20 of them. Because combat can get complicated, the game runs more smoothly if stand-ups or miniatures are used to mark the locations of the characters. (A company called Soldiers & Swords has recently released a line of miniatures designed specifically for *Champions*.)

Characters are designed by spending Character Points. Every character starts off with a certain number of Character Points and can earn more by taking disadvantages. All these points are then spent to buy the character's powers, skills, and other attributes. More points are awarded after each adventure, and these can be used to improve the character. The powers available to characters are often very broad, requiring the player to refine them in order to get the exact power he or she has in mind. This can make character generation rather time consuming, but it also allows for a great degree of flexibility. Virtually any comic book character can be reproduced using the *Champions* rules.

One of the real highlights of the *Champions* game is the great array of villains provided for use in the game (many of whom can be found in the supplement called *Classic Enemies*). Most have interesting powers, such as being able to lift hundreds of tons or to shoot energy blasts that could sink a ship.

This is a well-supported game, with quite a few sourcebooks and adventure modules available. The *Dark Champions* expansion modules, designed for players who want a gritty street-level campaign, are some of the most popular of the recently published stuff. A magazine that provides some really nice supporting material, *Adventures Club*, comes out quarterly.

The artwork in *Champions* products is generally pretty good—the great George Pérez has even done the covers for a few of the books. This is definitely a game worth checking out.

THE INVISIBLES

Subversion has a new name

COMING IN AUGUST

DC COMICS

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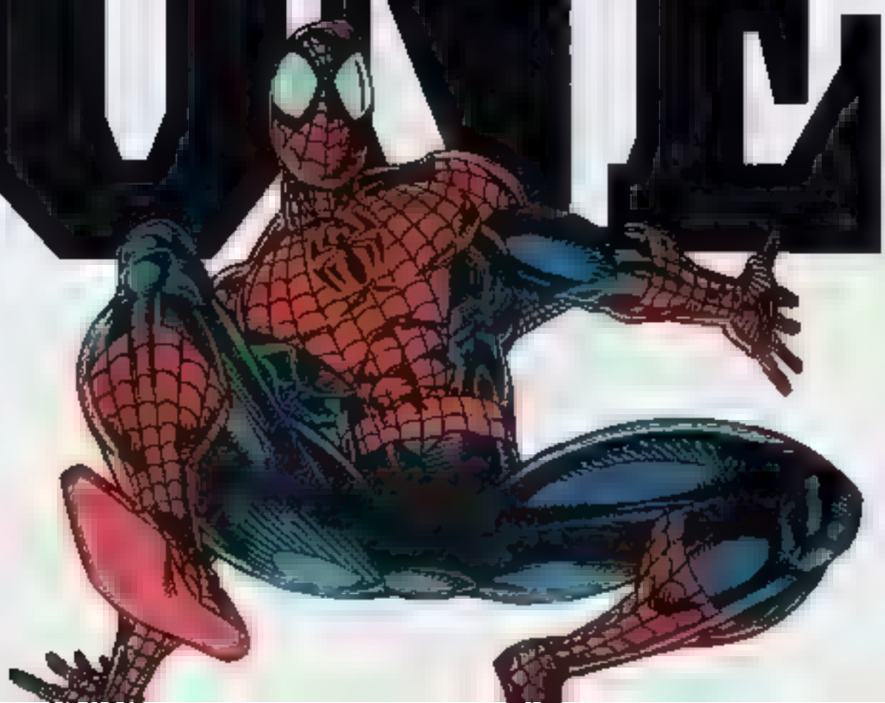
Created and written by Grant Morrison

ART BY /ISSUES #1-4 ✳ /ISSUES #5-8

SEND IN THE CLONE



SPIDER-MAN AND ALL RELATED CHARACTERS [INCLUDING SPIDER-MAN] ™ & © MARVEL ENTERTAINMENT GROUP

MARVEL REDOUBLES ITS EFFORTS ON SPIDER-MAN

By Rogers Cadenhead

There have been numerous rumors floating around about Spider-Man lately. Uncle Ben is coming back. Aunt May is dying. Mary Jane and Peter Parker are getting a divorce. Gwen Stacy is alive. Spider-Man will be replaced by Venom. Peter Parker will be replaced by Aunt May. Peter Parker will be replaced by Peter David. Spider-Man will be replaced by Spider-Ham.

Wizard has learned that all of these rumors are true.

Actually, that's a lie. My clone told me to write that.

Speaking of clones, the real scoop behind the "mysterious stranger" in the Spider-Man titles is that he is Peter Parker's clone, introduced way back during the Ford administration in *Amazing Spider-Man* #149 (October 1975).

The storyline, which begins this summer in Marvel Comics's Spider-Man titles, will build towards a climax in *Amazing Spider-Man* #400, shipping in February 1995. Marvel is guarding the details closely and promising big things for Spidey's fans.

THE BIG CHILL

"It's becoming hard to surprise readers," says Tom DeFalco, Marvel's editor-in-chief. "This will. If they miss it, they will forever hate themselves."

Details of the plotline were first announced in the *Marvel Comics Publishing Plan* for the second half of 1994. It states, "The mysterious stranger coming cross-country in the wake of Peter Parker's over-the-edge behavior and Aunt May's stroke is revealed to be the long-thought-dead Peter Parker clone."

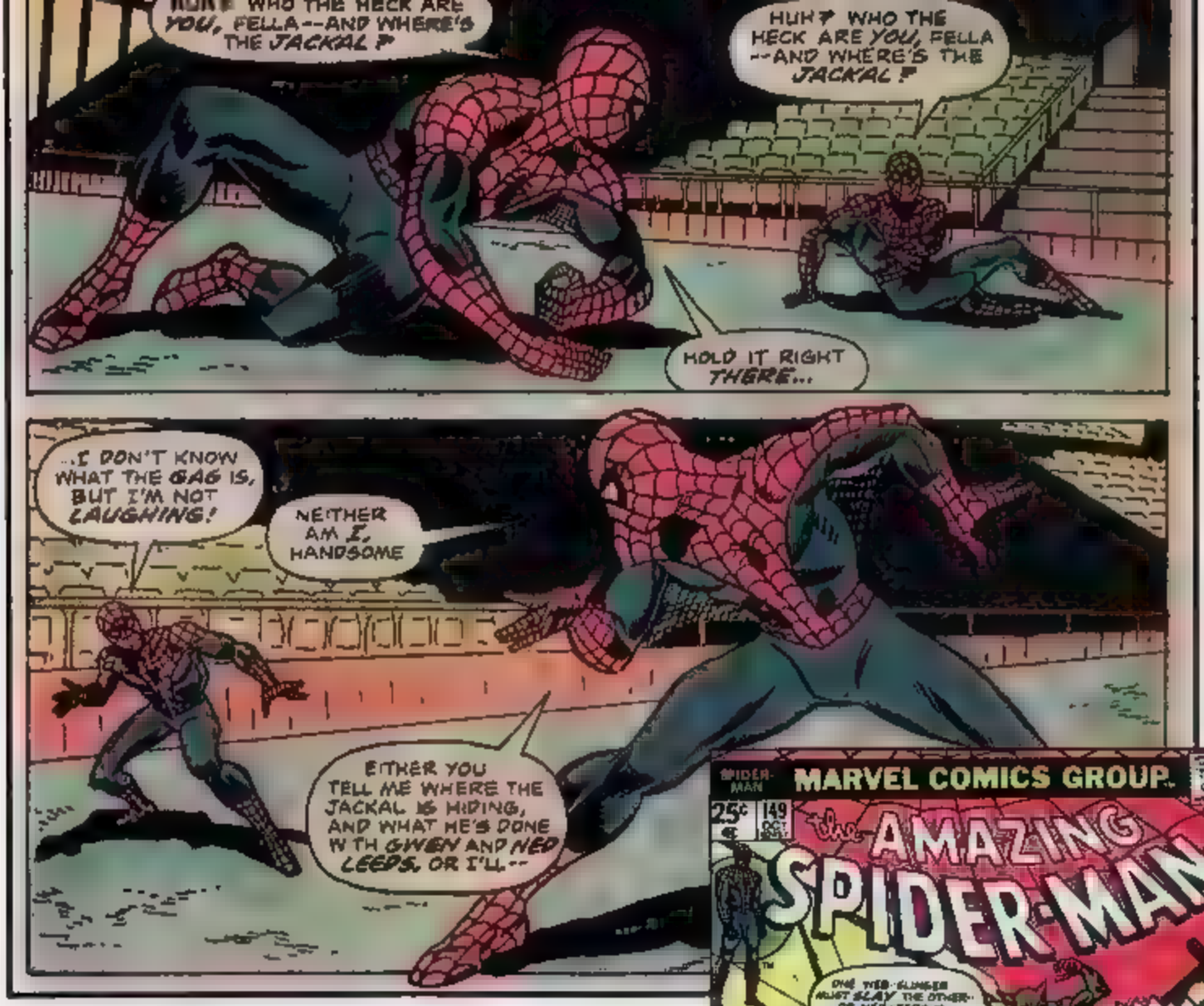
The clone isn't returning just to swap grooming tips with his "brother." Aunt May's stroke is one of the things that brings him out of hiding.

"Despite the fact that he's operating as a clone, he has the feelings that Peter has, and loves her," says *Spider-Man* penciler Tom Lyle.

The clone's visit is also prompted by Spider-Man's actions in *Spectacular Spider-Man* #216. In that issue, scheduled for a late July release, Spider-Man attacks a foe who turns out to be too weak to handle the physical battering—an old man, according to the *Publishing Plan*. "The Peter Parker clone returns to set things right."

The assault ties into the recent "Pursuit" and "Shrieking" stories, which ran through May's Spider-titles and *Amazing* #390-#393, respectively, in which Spider-Man has responded angrily and violently to the troubles he's endured of late. Parker's anguish over discovering that his 'parents' were actually robots has caused a frightening obsession with crime-fighting. This behavior is not appreciated by the person who may know Parker best—his double.

"Spider-Man's still a moral character," *Amazing Spider-Man* penciler Mark Bagley says of the genuine article. "The clone hasn't gone through



Spidey and the clone face off in the clone's first and "final" appearance, *Amazing Spider-Man* #149.

what Pete has gone through." The contrast between the two will be one of the primary themes of the clone storyline.

"The reason these stories are fun for me is that it gives you a very obvious metaphor for the question of identity," says *Amazing Spider-Man* writer J.M. DeMatteis. "Peter Parker has always been the one with the biggest identity crisis. Now he's faced with this echo of himself who isn't himself coming on top of all the stuff we've done with the parents and the 'Pursuit' storyline."

TALES OF CLONES TO COME

For those who were not yet born or otherwise unaware in 1975, the Spider-Clone saga unfolded in *Amazing Spider-Man* #142-#151.

To give you an idea of how long ago this was, here's a few snippets of dialogue from one of the issues.

"Why do you always call me Tiger?" Peter asks Mary Jane.

"Why do I—?" she replies. "Oh, Petey, I call you Tiger 'cause you're HOT. Now, c'mere, Tiger, and kiss m—MMMMMMMM."

After they disengage from the smooch and Peter hops a flight to Paris, Mary Jane reacts to their passionate game of tonsil hockey: "For ...freakin'...out." This was Spider-Man in the '70s, a bygone era when writer Gerry Conway and penciler Ross Andru were teamed on the title.

In issue #143, Spider-Man spots a woman at a distance who looks like Gwen Stacy, the Spider-sweetheart who met an untimely demise in *Amazing Spider-Man* #121.

He meets this mysterious woman in #144 and accuses her of being an impostor, only to learn later that she was cloned from cells taken by a college teacher named Professor Miles Warren (aka the villainous Jackal in his spare time) during a biology experiment. Peter Parker was a student in the same class.

In #149, the Spider-Clone, also a Warren creation, makes his first appearance. He and Spider-Man tussle, then decide they're on the same side and try to save Ned Leeds from an imminent explosion. *Boom!* One succeeds while the other appears to die, crushed like a nonradioactive spider under tons of rubble.

In #150, Peter Parker wrestles with the issue of whether he is the real thing or the Xerox copy. He decides that since he has the major hots for Mary Jane Watson, he can't be the clone. That guy didn't even know her well—the Peter/Mary Jane relationship just started to bloom around #143.

As for the seemingly dead clone, his body is tossed into an incinerator by Spider-Man in *Amazing Spider-Man* #151. End of story, right?

CLONE AGAIN

Wrong. The reader and Spidey never see the body destroyed. Apparently the clone "got better," although Marvel isn't explaining how.

One of the people who's curious about this turn of events is Len Wein. He was the editor of Conway's clone storyline and began writing with *Amazing* #151. "I was the writer who threw the body into the incinerator," Wein says. "It was the first thing I did, because I didn't want him around anymore. At the time I thought it was a complication that didn't add anything to the book."

Wein says that having the clone back is a pretty radical event for the webhead—one that Spider-Man chroniclers wanted to avoid 19 years ago. "It's Peter Parker, really; same DNA, same blood, same person," he explains. "You can't have two of them running around."

If you're one of the readers who is saying "Why not?," you've got something in common with today's Marvel staffers. Terry Kavanagh, writer of *Web of Spider-Man*, first proposed the clone's return at an editorial meeting of the people who create the Spider-books. DeFalco and Spider-Man group editor Danny Fingeroth were gradually won over to the idea.

"It was so scary to Danny Fingeroth at first that he didn't want to do it," Lyle says. "At first Tom DeFalco said no, too. My initial reaction was boy, we better do this right or this is going to stink."

DeMatteis was also a little leery at the beginning. "What do we need that for?" he asked at the time. "But the story we've involved him in built so perfectly," DeMatteis says. "There are lots of twists and turns and surprises. Issue #400 is going to set off some rockets for the next six months to a year afterward."

Interestingly enough, this is not the first time that Marvel will answer the question, "What if Spider-Man's clone had survived?" Writer Bill Flanagan tackled the subject in *What If...?* (vol. 1) #30 in 1981.

In Flanagan's tale, edited by DeFalco, the Spider-Clone believes he is the original Peter Parker. Since the cells he was cloned from were taken from the original Peter Parker at the time of *Amazing Spider-Man* #31, published in 1966, Peter thinks of himself as a high-school nebbish who is still sweet on Betty Brant instead of Gwen or Mary Jane.

When the reality becomes apparent to him, he frees the original Parker from a "clone casket" and offers his life back to the other Spider-Man.

Oddly enough, the original doesn't want all of his life back. He decides to share it. "You be Spidey on Mondays and Wednesdays. I'll take Tuesdays and Thursdays," he proposes. "I get the bed—you get the couch. I get Mary Jane and you get Doc Ock."

As for the current storyline, there's no word yet about who walks away with Mary Jane. (If neither wants her, I get dibs.) However, the secretive DeMatteis was willing to confirm one thing about the finale to the storyline—the *What If...?* conclusion is not it. "I can guarantee [that] this will not be the ending we are heading for," he says.

BRAVE NEW WORLD

But while they won't be sharing their lives, the two Spider-Men will be sharing their books—at least through issue #400 of *Amazing*.

Starting in September—when the clone reappears in *Amazing Spider-Man* #395 and *Spider-Man* #52—the Spider-Clone will be featured in the issues of *Web of Spider-Man* and *Spider-Man*. Spider-Man will headline in *Amazing Spider-Man* and *Spectacular Spider-Man*. During this period, each pair of comics will contain a continuing storyline. For example, DeMatteis says that his *Amazing Spider-Man* stories will be picked up in the following issue of *Spectacular*, and the same will go for the clone's comics.

Lyle designed the initial costume for the Spider-Clone. "It's a noncostume costume," he says. The uniform is meant to be a makeshift design for the clone, because Marvel does not want to give the impression that he is leaping into the public eye as a full-blown superhero.

Lyle hopes that fans will see the similarities to the classic Spider-Man costume design without thinking it's a new costume for the original Peter Parker. "It's a dark-red bodysuit with a full-face mask that is similar to the one on the original black costume," Lyle says. "He also has a sweatshirt on with a different spider-logo, and the web-shooters are on the outside of the suit."

If you're wondering what to call the clone, well, apparently, so is Marvel. The result of that debate will probably be affected by the climax to *Amazing Spider-Man* #400, which Marvel is trying its best to keep under wraps. "We're still debating that," Lyle says.

Though almost 20 years have passed since the original clone story appeared in real life, the clone has only been gone for a few years in Marvel time. Bagley and DeMatteis estimate the interim at four or five years, while Lyle says it's been two.

BODY DOUBLE

Since Peter Parker and his clone were separated, their lives have headed down divergent roads. "They have had a lot of different experiences," Bagley says. "Without friends and family, the clone sees himself as an artificial person."

But even though the clone has a unique personality, there are numerous similarities between him and the original. "He cares a lot for Aunt May and a lot for Mary Jane," Bagley notes. The members of the Spider-Man staff have faith in the clone's viability as a character independent of the original. "It's a clone of Peter Parker, and Peter Parker's an interesting character," DeMatteis says.

It has yet to be determined whether the clone will be an important part of the Marvel Universe after the upcoming saga. "I don't know how that's going to shake down," Bagley says. "If he's a viable character, why not use him? It could be a complement to Spider-Man rather than a distraction from [him]."

DeMatteis is writing four eight-page backup stories to run in a month's worth of Spider-Man titles. These will tell the history of the clone, from his birth in a cloning tank to his confrontation with Spider-Man.

The backups will address one bit of history that needs to be cleared up. *Spectacular Spider-Man Annual* #8, part of the "Evolutionary War" storyline in Marvel's 1988 annuals, maintained that the Gwen Stacy and Peter Parker clones weren't really clones at all; they were actually brainwashed, mutated versions of existing people. "We're going to cover that [in order] to refute the information," Lyle says.

As for the other Gwen, she wandered off into the sunset in *Amazing Spider-Man* #149, deciding that she and Peter Parker could not have a relationship. Marvel seems content to leave that ending in place. Lyle says that she's still out of the picture.

Another person in the Spider-mythos who will be examining the issue of identity is Mary Jane. No, she hasn't been cloned. But, DeMatteis says, "Mary Jane is going home to Pittsburgh to search her roots and make peace with her family—this will be running in *Amazing Spider-Man* and *Spectacular Spider-Man*."

Married characters are often considered more difficult to write about than single people, but DeMatteis says that the Parker-Watson marriage presents its own set of issues. "I like writing [about] the relationship," he says. "Peter Parker was always the everyman, the nerdy kid who got the powers and had to deal with them. Now he'll struggle with marriage."

SOMETHING WICKED THIS WAY COMES

Although the clone is the main event, there are other newcomers set to arrive in Spider-Man's life this year. The pros on the Spider-team are most excited about Judas Traveller, a major new villain intended to be a recurring foil for any and all Peter Parkers.

"He's incredibly powerful—a mystical Magneto type," Bagley says. "Judas is a large and mysterious character with a group of

Traumatized by the truth about his "parents," Peter is no longer acting like...himself?

cronies following him around."

DeMatteis named Judas, and Bagley designed the visuals. "He's got long hair and a cloak and is seven feet tall," Bagley says. "He's a really imposing figure. It's like Shaq [basketball player Shaquille O'Neal] walking into a room."

Traveller's clash with Spider-Man will draw to a close in the storyline that precedes "Power and Responsibility," DeMatteis says, speaking of a four-part tale that crosses into each of the Spider-titles during August.

"It brings the whole 'Pursuit' thing into climax," he says. "It's all been building since the death of the parents. Each ending seems to be a beginning—something refreshing, new, and exciting."

"The wonderful thing about it is, the more we play with this, the better the stories get," DeMatteis continues. "I haven't had this much fun working on superheroes in years. We get together for the editorial meetings and it's a blast. It really pumps Spider-Man up."

Lyle says that fans are either going to love or hate the story. Either way, they should be interested in its outcome. "We're hoping to keep people in suspense the whole time," he says. "Our goal is to lead people to believe they're going in a certain door, then lead them to the other."

If Marvel were a theme park, Lyle says, "Power and Responsibility" would be its hottest attraction for the coming year. "It's going to be *the* ride, I think."

Bagley, an artist who has become identified with the webhead in recent years, is looking forward to seeing the story hit the stands. "It's kind of scary and kind of exciting," he says. "We've got to take care of Spider-Man—a lot of people care about him. I think it's going to be great."

DeFalco describes the plans for the milestone 400th issue as "stunning." This book should truly help to increase the sales for the various Spider-titles, which were up 33 percent in 1993, according to the *Publishing Plan*. DeFalco attributes the sales boom to the talented people working on the books.

"With the exception of the plotter of *Spectacular Spider-Man*, you've got top people working on these comics," says DeFalco, the plotter of *Spectacular Spider-Man*.

Careful not to divulge the final twist, DeMatteis says that the climax to the present Spider-Man storyline will be one to remember. "*Amazing Spider-Man* #400 is going to totally turn things upside-down," he says.

MIRROR, MIRROR

How upside-down might the story get? There's one last rumor to discuss. In *Amazing Spider-Man* #150, Peter Parker was distraught because he didn't know if he was the original or just the clone who thought he was the original.

"I'm the real one, Gwen," Parker says in #149. "Believe me."

"But...how can you tell?" Gwen's clone asks.

"Simple. I...uh," Parker stammers, realizing his dilemma. "Far out."

To solve his problem, he visits researcher Curt Connors (aka the Lizard) and is subjected to a series of tests. Connors tells him that there are subtle differences between the two that can be detected because the clone was developed over a much shorter time period than the true Peter Parker.

Before the results come in, Spider-Man realizes the strength of his feelings for Mary Jane. He decides that it would be impossible for the clone to have such an emotional response about her, since the relationship is too recent for the duplicate to have experienced it.

Confident in his reasoning, Peter tosses Connors's test results to the wind at the end of *Amazing Spider-Man* #150.

"If you remember," says Lyle, "He never did look at the information that Curt Connors made up for him..."

Fans of Spider-Man should consider the implications of that statement for a moment. Is Marvel planning a shocker to rival the surprise of *The Crying Game*? Will the "original" Peter Parker end up on the wrong side of the Cloning Game?

As Mary Jane herself might say, "Far freakin' out!" ★

Rogers Cadenhead is a freelance writer based in Fort Worth, Texas. He's presently delegating most of his writing responsibilities to a mysterious guy who looks just like him.

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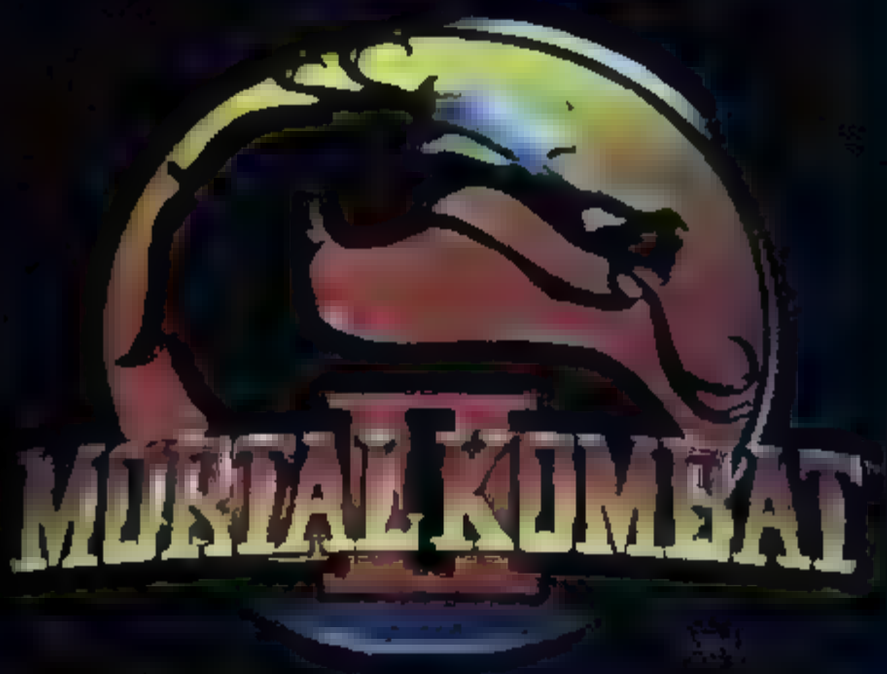

Grand Prize (One winners)
The top kombatant in this contest will win a *Mortal Kombat II* arcade game! Rip off arms, punch through chests, do whatever comes naturally, all in the comfort of your own home!

Second Prize (No winners)
Sorry; just as in *MK II*, there can be only one winner. Everybody else gets dropped into the Pit.

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Acclaim Entertainment Inc., their immediate families, and that Shang Tsung fella (never trust a shapeshifter). Print your name, address, city, state, zip code, telephone number with area code, and the name of your favorite *Mortal Kombat II* character on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to *Mortal Kombat II* Kontest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Ever do a Babality? It's a riot. Especially the way Baraka looks in a diaper. Ho. What a hoot! **All entries must be received at contest headquarters by August 8, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all property completed entry forms received at contest headquarters. The random drawing will be conducted on August 9, 1994, by Wizard Press.

For the name of the winner, available after August 31, 1994, send a stamped, self-addressed envelope to *Mortal Kombat II* Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *Wizard*!

Congratulations to the winners of *Wizard* #31's Kindred Contest.

Answers: 1. Team 7, 2. See below, 3. International Operations or I/O, 4. 401 East Maple Leaf.

Grand Prize Winner
Simeon Leach (age 14) Dallas, TX

Second Prize Winners
Johnny Litchfield (age 21) Monks Corner, SC
Chris A. Mills (age 18) Broken Arrow, OK
John Charles (age 25) Troy, OH

And a hearty congratulations to the other 150 Kindred Sweepstakes winners! Oops! Due to story rewrites, the answer to question #2 was not revealed in Kindred #1. Winners were judged on their answers to question #1, #3, and #4.

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The heroes of the DC Universe versus Extant, the villain of *Zero Hour*.

Less Than Zero

Writer/artist Dan Jurgens reveals his plans to recreate the DC Universe with *Zero Hour: Crisis in Time.*

By Patrick Daniel O'Neill

Name the first costumed hero in the history of the DC Universe. Superman? Are you sure? The Crimson Avenger? Do you know or are you guessing?

Now you understand the problem that has faced DC readers and creators since the 12-issue *Crisis on Infinite Earths* series was published in 1985-86. So much changed during that series and so much has changed since that nobody knows what's "real" anymore.

No one is more aware of that problem than writer/artist Dan Jurgens. The man who may forevermore be known as "the guy who killed Superman" in the landmark *Superman* (vol. 2) #75, Jurgens now seeks to acquire an even bigger moniker: "the guy who unraveled DC's time stream." He hopes to earn that distinction with July and August's *Zero Hour: Crisis in Time*.

Tinkering With Time

DC's continuity complications have their roots in October 1956. That month, *Showcase* #4 introduced a new version of the Flash, a superhero from the Golden Age. The new Flash proved to be a hit, and other new or revised superheroes soon followed. For many experts, *Showcase* #4 marks the beginning of the Silver Age.

Four *Showcases* and three years later, the Flash got his own series. It was edited by Julius Schwartz, who became interested in seeing his current charge meet the Golden

All artwork and characters ™ & © DC Comics

"I don't think the fans have to have a clear-cut understanding of what happened in a 1965 DC comic book, but, by God, if you're reading a character we restarted a year and a half ago and you're already being told a story didn't happen, you're getting the shaft! That's irresponsible of the publisher! John Byrne once said to me that if he'd known what he was going to start with Superman, he never would have done it."

—Dan Jurgens

Age Flash, whom he had also overseen. To do so, Schwartz created the "multiverse," a series of separate universes that were alike and different in uncanny ways.

This invention opened up the DC Universe (or Multiverse, as it became) to an infinite number of possibilities. Unfortunately, the multitude of parallel universes was confusing for both fans and creators. In 1985-86, *Crisis on Infinite Earths* depicted a cataclysmic event that narrowed the multiverse down to a single universe. That simplified things—for a short time, at any rate.

In 1986, writer/artist John Byrne revamped Superman, effectively erasing the continuity the character had developed since his debut in 1938. Byrne began from scratch, taking elements that he liked and introducing them for the "first" time in his *Man of Steel* mini-series as well as *Superman* (vol. 2), *Action Comics*, and *Adventures of Superman* (the latter with writer Marv Wolfman).

Byrne's character renovations weren't the only post-*Crisis* revisions, but they were the first and probably the most important ones. "We certainly had continuity problems with the rest of DC because of Superman's restart," recalls Dan Jurgens, whose first Superman job was penciling 1987's *Adventures of Superman Annual* #1. "There were various examples—Hawkman, certainly the Legion—that made us very aware of what was happening. It's no secret that we fought kind of a running battle with the Legion guys in trying to work out the continuity problems there." Jurgens suspected that it was once again time for DC to simplify its continuity with another *Crisis*-type event.

A Crisis in Continuity

"It was really driven home when I started writing *Justice League America* [with #61]; I realized if I ever wanted to do a flashback story that referred to something that happened all the way back in *Justice League of America* #50 it would be almost impossible. All the characters had been rewritten, I didn't know who had been where and what and when. It became a very difficult prospect. About the only character left untouched was the Atom."

Another example of Jurgens's troubles was a Superman story done less than two years after the character was revamped by John Byrne. "Continuitywise, Hawkman was probably the straw that broke the camel's back. When we did *Action Comics* #650," released in 1990, "we wanted a flashback to the sequence in *Superman* #18," released in 1988, "when Hawkman took Superman to what was left of Krypton. And the Hawkman editor at the time said, 'No, you can't do that! Hawkman and Superman have never met.' 'Huh? A year and a half into the new Superman and you're rewriting Superman's continuity already? You can't do that—that's screwing the fans.' That's really what happened—all these changes ended up screwing the fans."

In 1989, writer/artist Timothy Truman did to Hawkman what Byrne did to Superman: started from scratch in a mini-series, the three-issue *Hawkworld*. However, the new Superman had already met the old Hawkman, thereby raising a question: did the meeting actually happen? The revamped Superman continuity, which is now considered DC gospel, conflicted with the revamped Hawkman continuity.

"I was writing *Justice League America* at the time as well, and it affected that," Jurgens says. DC was trying to use "retroactive continuity"—ignoring past events that don't fit current continuity—with Hawkman. Jurgens objected to this because he felt it turned the stars of *JLA* into chumps. Jurgens hopes that *Zero Hour* will straighten out the DC Universe's continuity.

How? Jurgens only says that the Hawkman character will return to what made him work in the first place. "Hawkman with metal wings is not Hawkman, that's Gliderman. The cool essence of Hawkman is that he's a brawny guy, would pull out lots of cool old weapons to solve his problems, and he had these really great, big, dramatic-looking wings that were just fantastic if drawn properly. That's the stuff you have to go back to."

Past Imperfect

Jurgens wants to make it clear that he thinks writers should be allowed to change the past of their characters. However, he doesn't think readers should need an encyclopedic knowledge of the DC line to appreciate the company's comics. "I don't think the fans have to have a clear-cut understanding of what happened in a 1965 DC comic book," he explains, "but, by God, if you're reading a character we restarted a year and a half ago and you're already being told a story didn't happen, you're getting the shaft! That's irresponsible of the publisher!

"John Byrne once said to me that if he'd known what he was going to start with Superman, he never would have done it. And that's no fault of John's, by and large, he left us with a stronger and better character."

But Jurgens does think readers should have a general knowledge of "how things fit together" in the fictional world of the DC Universe. "I hope to accomplish a couple of things," he says. "In terms of continuity, I don't think a project like this can establish something like, 'Yes, *JLA* #37 happened, #38 did not.' That's not what this is for. What it is meant to do is give current readers an idea of where things stand, an idea of how things relate to each other."

He becomes somewhat nostalgic discussing the differences between the DC comics of his youth and today's more convoluted books. "As things were rewritten, we lost the relationship between the characters and where they stand," he recalls. "That's something we all used to know: we used to know that Superman was first, then there was Batman, and we knew the order in which these characters appeared. We had a feeling for it. It didn't have to be stated in everything we read, but we had a feeling for how these events fell together as different pieces of the puzzle and how the puzzle looked when it was put together. That's been lost, and I want to get it back.

"The other thing I want to do is give the DC Universe a fresh kickoff, which is why we have the #0 issues the month after *Zero Hour* finishes." DC's "Zero Month," during which a #0 issue of every DC Universe title will ship, takes place in August.

Zero Hour, the five-issue weekly mini-series shipping in July and August, will explain why

[illegible] history of DC's world is so complicated—and why [illegible] now seems to be getting even [illegible] Slowly, the readers have been exposed to the idea that something is amiss," [illegible]gens says. In *Zero Hour* #4, the first issue [illegible] mini-series (it counts down from #4 to #0), the readers will discover that the Crisis [illegible] infinite Earths depicted in the 12-issue series of that name never really ended.

Infinity Revisited

Jurgens compares the continuity situation to a natural phenomenon. "If you take the concept of a hurricane plowing through a town, there are aftereffects that last a long time. *Crisis* was the most incredible disaster ever known to the mankind existing in the DC Universe. *Zero Hour* will show us that ever since *Crisis*, there have been little blips, little anomalies popping up throughout the time stream—ba-dump, ba-dump, ba-dump—and now there's a force that is controlling these anomalies, and it is tearing things apart again. That theory will explain the multitude of Hawkmen since *Crisis*, among other problems. I'm taking what happened in reality and pouring it into the story."

To build on Jurgens's analogy, the hurricane has a sentient controller—a mysterious entity who couldn't create the hurricane but who can direct where it's going to hit. This controller, the villain of *Zero Hour*, is known as Extant and is a familiar face in the DC Universe. To find out who he is, readers should pick up *Showcase '94* #9, shipping June 28.

"Extant operates outside our rules of reality and time and physics," Jurgens says. "He can see the DC Universe from day one to day last. His is a future of dominance, and that's what he sets out to do. He realizes that the Crisis never ended, and he decides to capitalize on that. He says, 'I'm going to change things and make it the way I want it to be,' and that's when he begins to change things by trying to erase everything that's already there."

Extant has an inordinate advantage because DC Universe denizens don't remember the first Crisis. "All they remember about a Crisis is that Barry Allen died during it, that there was a big battle with the Anti-Monitor, and that's about it." The creators, Jurgens continues, have run away from the Crisis ever since it happened, but he feels that the Crisis could be put to use. "Let's take the Crisis, admit it, and use it as the trigger to fix things. Everything that comes after 'the fix' [in *Zero Hour* #0] is new and individual to *Zero Hour*."

The Time Trapper's gonna need a new bathrobe when "Zero Hour" is over...or will he?

A Wrinkle in Time

But time is an amorphous thing. How does an ordinary mortal (or even an extraordinary one) know that time has gone screwy? "One of the first clues that there's something wrong is that we're in Gotham City and Batgirl is well and operating in costume," Jurgens explains. "This is clearly Barbara Gordon. Batman and Robin show up and Batman's response is, naturally, 'You're supposed to be paralyzed in a wheelchair. Either you made a great recovery or something's wrong.' Batgirl answers, 'I was never shot. I don't know what you're talking about. I'm Batgirl, this is Gotham, I belong here.' That's the first indication something is wrong on an overt level.

"Later, Vandal Savage is battling Hawkman and suddenly there are eight or more Hawkmen there—some we've seen before, some we haven't—all mimicking the same events as various timelines start to blend with our own. That's the more-than-obvious signal that something isn't right down in Hooterville," he laughs.

The human and superhuman heroes of Earth will get some very special help in investigating the mess as well. "There are a couple of characters in the DC Universe who are very time-space continuum-aware, and they will be the point men for this. One of them is Metron of the New Gods, who uses the Moebius Chair to traverse space and time quite easily. The other is Waverider, who will form our connection to the 'Armageddon 2001' stuff," Jurgens says, referring to DC's massive summer 1991 crossover.

"The Linear Men, as sort of the time cops monitoring things, are among the first to notice that something is wrong. They [gather] the heroes. And the response, as we have noted, is, 'Yeah, but this is time. You want us to fix a volcano? That's tang bie, we can handle it. Fixing time starts to get mystical and ethereal. How do we do it?'"

Even after the time-spanning characters convince the heroes that something can be done, there's another problem, Jurgens reports. "You have two Barbara Gordons. One of them is from a different timeline. Which one? They both say they belong there. How do the heroes decide which is right and which is wrong? Who do they get rid of and how? What happens when heroes they've never even heard of show up?

"That's where some of the 'Zero Hour' crossovers come into play," Jurgens continues. "In *Superman*, I'm doing a story in which Ma and Pa Kent get some unexpected visitors—Jor-El and Lara," Superman's real parents. As they explain in their own words, "'We're looking for our son, Kal. We sent him here years ago when we thought our planet was going to explode, but it didn't. We want to bring him home now.' Superman now has a struggle: stay or go? We know which timeline is 'real,' but if he has the opportunity to choose, what will he do? That's the kind of intensely personal story we need to make *Zero Hour* work."

Jurgens insists that he doesn't want *Zero Hour* to be a "continuity encyclopedia. "It's gotta be a story, and that means the characters have to be important and the transitions they have to go through must be important to [those] who are left."

Players and Problems

Despite appearances, Jurgens says the Linear Men were not created in anticipation of *Zero Hour*. "I did those because I like time travel stories. As a writer, it gives you a lot to play with," he notes. "Time travel can be intensely confusing, and it should never be used as something that can cheat the reader, but done well, time travel stories are always a lot of fun. Since I became aware of *Zero Hour*, I began to portray the Linear Men and Waverider in a way that would be consistent with what we do now. Waverider plays a strong role in the *Superman/Doomsday* mini-series. That's where we start to see the transition of the character."

DC has been having problems with the nature of time and time travel almost since the conclusion of *Crisis on Infinite Earths*. Originally, it was decided that time travel had been too easy in the pre-*Crisis* universe, and a set of rules were devised that were supposed to make time travel a difficult proposition. It was proposed (notably in the eight-issue *Time Masters* mini-series) that there are only three ways to travel in time, and that each person can only use each method once.

"Those rules will be gone after *Zero Hour*," Jurgens proclaims. "Back when I was doing *Booster Gold*, the rules for time travel were cooked up by others and handed down from on high. Almost as soon as those rules were created, people were looking for ways to break them. They were meant to put a limit on time travel in the DC Universe, which had gotten too easy—but sometimes you go too far the other way. Hardcore rules like that are an immediate challenge for a writer to try and break.

"What we want out of this is to make time travel more difficult, which we've done—but right now we have a bunch of real bush-league characters who can travel through time at the drop of a hat, and that will be addressed in *Zero Hour* as well."

...and the ultimate Detective thought he had it all figured out.

Speaking of time-related problems to be addressed in *Zero Hour*, what about Monarch, the future dictator from "Armageddon 2001" who was supposed to be DC's new world-class villain? No one—creator or fan—was happy with the idea when Monarch first appeared, but people should be pleased with the character's part in *Zero Hour*. "The nature of Monarch will be resolved in *Showcase '94* #8 and #9, coming out just before *Zero Hour*, he will be reshaped, repainted, retooled.

"It was a mistake—one of DC's dumbest characters, Hank Hall, becomes a world-class, world-dominating villain? I don't think so. It couldn't have happened that way; it's not logical. Most people know Monarch was supposed to be Captain Atom. There are ways to resolve this, and the solution we've come up with is a lot like what was supposed to see print in the first place."

Monarch was indeed supposed to be Captain Atom, but Jurgens intimates that leaks to the media from sources inside DC caused the surprise climax to *Armageddon 2001* #2 to be

The Flash family will undergo some "transition." Here's a sneak peek at the cover to *Flash* #0.

FLASH IN THE PAN

Flash dies in *Zero Hour*...and history is repeating itself

Wally West faces the ultimate challenge—and succumbs—in *Zero Hour* and a new speedster is on the way. Bart Allen, Wally West's third cousin and the grandson of Barry Allen, will become Keystone City's primary speedster, the hero Impulse.

Flash editor Brian Augustyn cryptically explains, "The Flash dies...sort of. I prefer to say Wally meets his fate. He moves to a point in the future when the big 'kaboom' happens. Time periods simply cease to exist, and Wally is trapped in the middle of one of them. He'll meet a very similar fate to [that of] Barry Allen—and it's a pretty doggone final fate. Wally struggles to undo the damage Extant and the time problems do, but no matter what Flash does, he just can't outrun time."

Augustyn says that after "Zero Hour," whoever's wearing the Flash costume will be in serious trouble. In "Terminal Velocity," a five-issue storyline leading up to the critical *Flash #100*, Augustyn says, Flash—whoever he is—makes incredible discoveries about the nature and source of his powers, and the fates of all those who've worn the lightning before him. The editor claims that no one will guess what's coming.

"Max Mercury, who is *much* more than he seems, will play a major role in 'Terminal Velocity,'" Augustyn says. "We're definitely up to something. If you've been following *Flash*, you know we've introduced Bart Allen, who for all intents and purposes is the new Kid Flash. If all traditions follow, I would infer, but not imply, that Bart is being set up as Wally's successor."

Bart's powers may kill him, Augustyn notes. His grandmother, Iris West-Allen, decides that Wally is the key to Bart's survival, since it would be too painful for her to go into the past and get Barry to help. (However, Augustyn hints, she still might have to reach Barry.) Iris knows that she only has a very small window of time to reach Wally—the most crucial period in Wally West's history.

"In the 30th century," Augustyn explains, "Bart's speed kicked in at birth. They diagnosed it immediately and treated him with psionics and virtual reality. Bart's educated, but he's chronologically only about two years old, and he's no good at interacting with people, since he's never had anyone to interact with. His whole life's been a video game. He has no sense of danger whatsoever, since whenever he got into trouble, it was just 'game over.'"

Is this the final chapter in the Flash legend? Augustyn says no.

"Closing the chapter sounds too final. Let's just say that we are definitely going to turn the page," he says mysteriously. "No matter who wears the costume, there will always be a Flash in the DC Universe."

—Gary St. Lawrence

"One of the things that has happened in comics today is that we have made it an impenetrable hobby for new readers. Every time they grab a series for the first time, it's in the middle of an eight-part storyline. It's hard to get into a series that way."

—Dan Jurgens

altered so that Hank Hall (aka Hawk of Hawk and Dove fame) became Monarch instead.

Zeroing In On Change

DC's plans for its mainstream books are set in stone as far as the numbering of its titles goes. The month after Zero Month, the issue numbering for each series will continue from where it left off. Jurgens says, tongue at least partly in cheek, that he originally suggested beginning each series anew with a #1 issue, replacing the DC logo, and renaming the company.

Renumbering, like Jurgens's other renovations, had some drawbacks, among them the potential for confusion. "Let's say you have all the Batman and Superman books which run with the same numbering system concurrently. That could get slightly awkward. " Even so, Jurgens declares, "If it were my sole decision, it was something I would've gone for.

But at the same time, a new numbering system could cheat the fans a little bit. For example, *Action Comics* just celebrated issue #700. *Detective Comics* will hit #700 in about two years. It would be kind of a shame not to have a *Detective* #700. I think those high numbers indicate something positive in the long run about those books being there that long. I don't care if it's a #2000 issue: if you give kids something worth reading, they'll [buy it]. You get a cheap, quick sales fix out of all #1s. But I think the #0 issues [are] a viable and good alternative."

Jurgens says that the Zero Month was also a part of his proposal from the very beginning. "In my very first proposal for *Zero Hour*, I said it was a way for us to get new fans aboard the DC Universe. One of the things that has happened in comics today is that we have made it an impenetrable hobby for new readers," he opines. "Every time they grab a series for the first time, it's in the middle of an eight-part storyline. It's hard to get into a series that way. On Superman, we try fairly often to provide storylines where readers can get on board and not walk into the middle of a totally confusing situation.

"I wanted *Zero Hour* to be fashioned so that the entire DC Universe would have a clean start at the end of it," he continues. "That doesn't mean every character starts off with his first adventure in #1 of a new title: it only has to be that the reader gets a clear understanding of what story is starting here and why.

"I put together a memo that went to all the editors and writers that said, 'Your #0 issue should be an essential story to that character; something new should happen, something should come out of it. It shouldn't be the 15th time Popsicle Man comes to your hero's city. Make it new, establish a direction. For some characters, it will clearly be an origin issue; for some, it's not necessary. But this should be the one story you do where you couldn't erase the character's name at the top of the page and substitute a different one.'

"If you're writing Batman that month, you shouldn't be able to change this into a Daredevil script with a few superficial changes. Believe me, that happens in this business! This story should explain who your character is, why your character is, what his relationships are.' Then the reader can decide if they like [the character] and want to read your book."

The Quick and the Dead

We have a warning now for anyone planning to don a red suit and run real fast in the DC Universe: don't get involved in major crossovers. "There will be an element of 'weeding out' to *Zero Hour*," Jurgens reports. "As we try to make things as clear as possible, there will be some thinning of the ranks. It won't be just the redundant characters that will be eliminated either. By the time this interview sees print, the word will be out that Flash bites the dust in *Zero Hour #4*, and I don't think of Wally West as a redundant character. There will also be some big character changes and transitions and events that make this worth reading. If it's just redundant characters who are affected, people won't care—nor should they.

"I don't want to leave the idea that we're going into *Zero Hour* with a body count in mind," he asserts. "I use the term 'transitional event' and I suddenly sound like a government bureaucrat. But it's probably an appropriate term. Looking at the places where we have problems—Hawkman, the Legion, Justice Society—that's the right phrase to explain

how we're approaching these situations.

"I once said, 'If it takes you three single-spaced, typed pages to explain your character's history, you've got a problem.' We have to clarify this stuff. Batman works because it's so easy to explain who he is. Same with Superman—the best characters work that way, including Spider-Man and the Fantastic Four."

And so a major aspect of this "transitional event" is Flash's death. Why kill Flash—the Wally West Flash—eight years after the Barry Allen Flash's death in *Crisis*? "We have an awareness that we always have to move ahead. Right now, for example, Superman has had his day in the sun, Batman has had his, we've seen what's happening with Green Lantern. We may or may not like what happened to Hal Jordan, but the job now is to make Kyle Rayner the best GL we can. Let's give this generation's readers the coolest Green Lantern we can—something they see first-hand, that they can get in on.

"With the Flash, it was the sense of the editorial and creative teams—and this was their decision—that it was time to get the Flash to the next level. ...and this is how they wanted to do it. There will be a new character in the superspeed suit...and the current Flash team will have their chance to make it new and exciting." [For more on the future of Flash, see the sidebar.]

So *Zero Hour* aims to straighten out everybody's history and give everyone a fresh start with a #0 issue. But even if it accomplishes all of that, could it be considered an unqualified success without teaching readers about DC's overall history? Not in Jurgens's mind.

"One of the things I'm real proud of—and it's not done yet, so I can't promise it'll come off 100 percent—is that in our last issue we plan to have a gatefold back cover," Jurgens says. "You remember those 'history of man' charts, with an ameba on the far left and modern man on the far right, with everything else in between, spaced appropriately? We're going to do the DC Universe equivalent, with the big bang on the left and the most recent DC characters on the right. So we'll put everybody in order, with the generational changes in place. Except for the JSA characters, there will be no specific dates tied to anything."

And Justice For All?

Ahh, the Justice Society of America, comicdom's most beloved World War II veterans. "We will deal with the JSA with some degree of finality, because it has to be linked to World War II. It's not one of those things we can get slipshod about.... I can't see JSA flashbacks taking place in Vietnam.

"We've cheated our way around this long enough. These guys are at least 80 years old. By keeping them young, we're making the Silver Age characters seem too old. We now have three clear delineations in DC heroes, three generations: the Golden Age, the Silver Age, and the current heroes. Let's come out and say that. If we keep trying to cheat, it just makes the problem worse."

Can of Worms on Infinite Earths: will *Zero Hour* answer all the questions raised by *Crisis*?

That acknowledgment—that there are three generations of DC Comics heroes—leads to another question: will there eventually be a fourth generation? Jurgens expects one to come along someday.

"Even before *Crisis* was done, DC was talking about extensive renovations on its three major characters," Superman, Batman, and Wonder Woman. "All things considered, I hope no one has to come back and do this again in four or five years—but I expect someone will in 10 years," he admits. "That's the nature of the beast. They'll say, 'Hell, Jurgens screwed up. Now we've gotta go back and fix it because Jurgens didn't do this.'

"It's a question of this weird trap called continuity. Ten years from now, Oliver Queen and Kyle Rayner will be older, but we'll still be trying to keep Clark Kent and Bruce Wayne comparatively young, we'll always have that struggle. When Julie Schwartz came up with the Silver Age heroes, he had the convenience that everything had been gone for [a few years]. The greatest thing to do with *Zero Hour* would be to end it and have no DC comics for about six months. I don't know if that was seriously considered because, ultimately, the books have to bring in revenue.

"Julie never had to give a nod to the past unless he wanted to. Someday I think Marvel or DC will do that again, have that clean-cut restart along the line. Marvel has the same problem. As fans, we want to hang on to some of what happened in the past, but that requires retooling as we go along."

Jurgens is a fan of continuity, but he also recognizes its limitations. "I have problems with intertitle continuity and I don't. Back in the '60s, if you read *Batman*, *Detective Comics*, *World's Finest*, and *The Brave and the Bold*, it could seem like you weren't ever reading the same character. That was too wildly inconsistent. There was a part of me that wanted to believe in a consistent, coherent universe. It didn't have to be that every major event in one book had to be a major event in all the others—but a one-panel reference to it would be cool.

"It's like seeing Bob Newhart show up on *Murphy Brown* and having his secretary Carol working for her," he comments, referring to the recent television series "crossover" between the old *Bob Newhart Show* and *Murphy Brown*. "It's neat to believe that Bob and Emily [his wife] live in the same world as Murphy Brown.

"From a pure writing [standpoint], it would be nice not to have to deal with intertitle continuity, there's a way to do it that doesn't hit the reader over the head, where they don't have to go out and buy 18 DC books a month to understand everything, but is still consistent for the people who do. There's a balance that can be found."

The Final Countdown

As for the ultimate fate of the DC Universe: Jurgens will blow it apart at the climax of *Zero Hour* #1 and resurrect it in #0. Who will resurrect it, and how? "Well...that's something I'll keep quiet," the creator laughs.

Jurgens says that he'll try to be involved in the post-*Zero Hour* DC Universe. "On some of the characters, I'll let my feelings be known," he says. "But no one has to listen to me. Ultimately, it's up to the individual books' editors and writers. We'll see what happens."

In short, Jurgens says, the whole idea behind *Zero Hour* is "to position the books so there is something new and exciting and creative to look forward to. It's not just to use *Zero Hour* to 'make things right'—it's to make things right and then kick it off from there." ☆

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Zero Hour #4-#0 and all the "Zero Hour" tie-ins, including *Action* #703, *Adv. of Superman* #516, *Anima* #7, *Batman* #511, *Batman: SOTB* #31, *Catwoman* #14, *Damage* #6, *Darkstars* #24, *Detective* #678, *Flash* #94, *Green Arrow* #90, *Green Lantern* (vol. 3) #55, *Guy Gardner* #24, *Hawkman* #13, *JLA* #92, *JLI* (vol. 2) #68, *JLTF* #16, *L.E.G.I.O.N.* '94 #70, *Legion of Super-Heroes* (vol. 4) #61, *Legionnaires* #18, *Outsiders* (vol. 2) #11, *Robin* #10, *Showcase* '94 #10, *Steel* #8, *Superboy* #8, *Superman* (vol. 2) #93, *Superman: TMOS* #37, *Team Titans* #24, and *Valor* #23 as well as all the DC #0 books slated to ship from August 16, 1994 to September 6, 1994,
Crisis on Infinite Earths #1-#12 and all the crossover issues, including *All-Star Squadron* #50-#53, #55, & #60, *Blue Devil* #17-#18, *DC Comics Presents* #86-#88 & #94, *Firestorm* #41-#42, *Green Lantern* (vol. 2) #194-#198, *Infinity Inc.* #18-#25 & *Annual* #1, *JL of A* #244-#245 & *Annual* #3, *Legion of Super-Heroes* (vol. 3) #16 & #18, *Losers Special* #1, *New Teen Titans* (vol. 2) #13-#14, *Omega Men* #31, *Superman* (vol. 1) #413-#415, *Swamp Thing* (vol. 2) #44 & #46, and *Wonder Woman* (vol. 1) #327-#329;
and some other cheery books, including:
Batman #426-#429 (the death of Robin II),
Batman #491-#500, *Batman: SOTB* #16-#18, *Detective* #659-#666, and *Showcase* '93 #7-#8 (Batman gets beat up and quits);
Action #683-#684, *Adv. of Superman* #496-#497, *JLA* #69, *Superman* (vol. 2) #73-#75, and *Superman: TMOS* #17-#19 (the death of Superman);
and *Green Lantern* (vol. 3) #48-#50 (Green Lantern goes nuts and murders his friends, colleagues, and enemies).
Ahhh...what fun.

SO...WHAT DO YOU HAVE TO DO TO ENTER THIS SNAZZY CONTEST? NEXT TO NOTHING. ALL YOU GOTTA DO IS FILL OUT THAT OFFICIAL ZERO HOUR GIVEAWAY ENTRY FORM BELOW, MOISTEN A STAMP (HOWEVER YOU WANT), AND MAIL THE WHOLE THING OFF TO:

Zero Hour Giveaway
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Hey...get a move on! Time runs out on August 8, 1994—that's the last day we can receive your entries!

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and anyone who screws around with the time stream. Print your name, address, city, state, zip code, age, and telephone number with area code on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to Zero Hour Giveaway, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winner and are not transferable. The prizes do not include any premium special editions, unless a book was printed only in a regularly released premium special edition. If any regularly released book published by September 1994 that is or was a direct part of the "Crisis on Infinite Earths," "Death in the Family," "Emerald Twilight," "Knightfall," "Zero Hour," or death of Superman storylines that was not included in the list of prizes above is discovered within six months of the winner's receipt of the prizes, that book will be made available to the contest winner. After the six-month period has expired, Wizard Press will not contribute any further prizes to the contest winner. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Y'know, yogurt is really sour milk. That's really weird. **All entries must be received at contest headquarters by August 8, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 9, 1994, by Wizard Press.

For the name of the winner, available after August 31, 1994, send a stamped, self-addressed envelope to Zero Hour Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep reading Wizard!

CONTEST
Zero Hour Giveaway

ENTRIES DUE BY AUGUST 8, 1994!

I want:

NAME (PLEASE PRINT CLEARLY) AGE

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

THE FIRST IMAGE TOYS ARE HERE!

STRYKER™ CYBLADE™

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FULLY BENDABLE FIGURES, EACH WITH ITS OWN ORIGINAL CYBERFORCE SPECIAL EDITION COMIC. AND, AS AN ADDED BONUS, EARLY EDITIONS WILL COME WITH AN EXCLUSIVE TRADING CARD OF THE CHARACTER!

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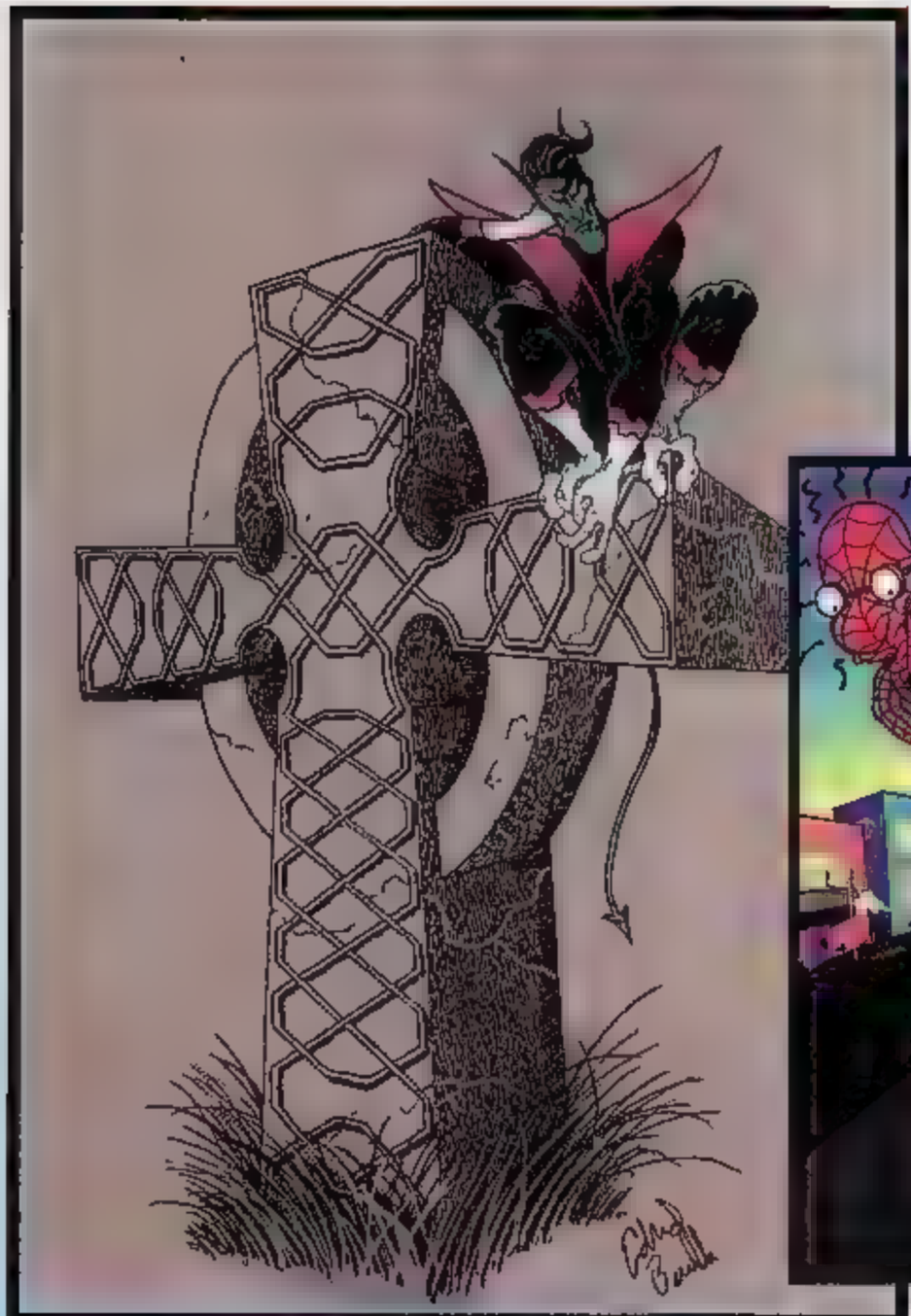
the Drawing board

The showcase of comic book fan art.

The 10 people whose artwork got an honorable mention this month will receive a *Maxx* #3 signed by Sam Kieth, a *Brigade* #0 signed by Jeff Matsuda, and a *WildStar* #1 signed by Al Gordon and Jerry Ordway. The four runners-up will receive an *X-Men* (vol. 2) #28 signed by Andy Kubert, a Gold *Bloodshot* #0 signed by Joe Quesada, and an *Axis Alpha* signed by Larry Stroman, Todd Johnson, and Jim Callahan. The artist of the winning entry this month will receive an *X-Men* (vol. 2) #30 signed by Andy Kubert and Matt Ryan, a *Beavis & Butt-Head* #1 signed by Rick Parker and Mike Lackey, a Gold *X-O Manowar* #0 signed by Joe Quesada, a *Rune* #1 signed by Barry Windsor-Smith, and a *Lethal Foes of Spider-Man* #1 signed by Brad Vancata. Congratulations to all!

Special thanks to Dynamic Forces for their generous donation of autographed comic books. You guys are the dukes of New York, you're A-#1!



NIGHTCRAWLER ™ & © MARVEL ENTERTAINMENT GROUP

1st Place!

NIGHTCRAWLER
By Edward Bourelle
Tipp City, OH

SPIDER-MILHOUSE vs. BART-VENOM
By Mitchell A.S. Hallock
Branford, CT

SPIDER-MAN AND VENOM ™ & © MARVEL ENTERTAINMENT GROUP

Spawn is a registered trademark of Todd McFarlane Productions Inc. Spawn © Todd McFarlane and Batman TM & © DC Comics

RUNNER-UP

SPAWN vs. BATMAN
By Arlindo Yip Sou
Lisboa, Portugal

VAMPIRELLA vs. BONE
By Joel R. Steudler
Pittsburgh, PA

CEREBUS
By John Elon
Manchaca, TX

Vampirella TM & © Harris Publications Inc. Bone TM & © Jeff Smith

Cerebus TM & © 1994 Dave Sim

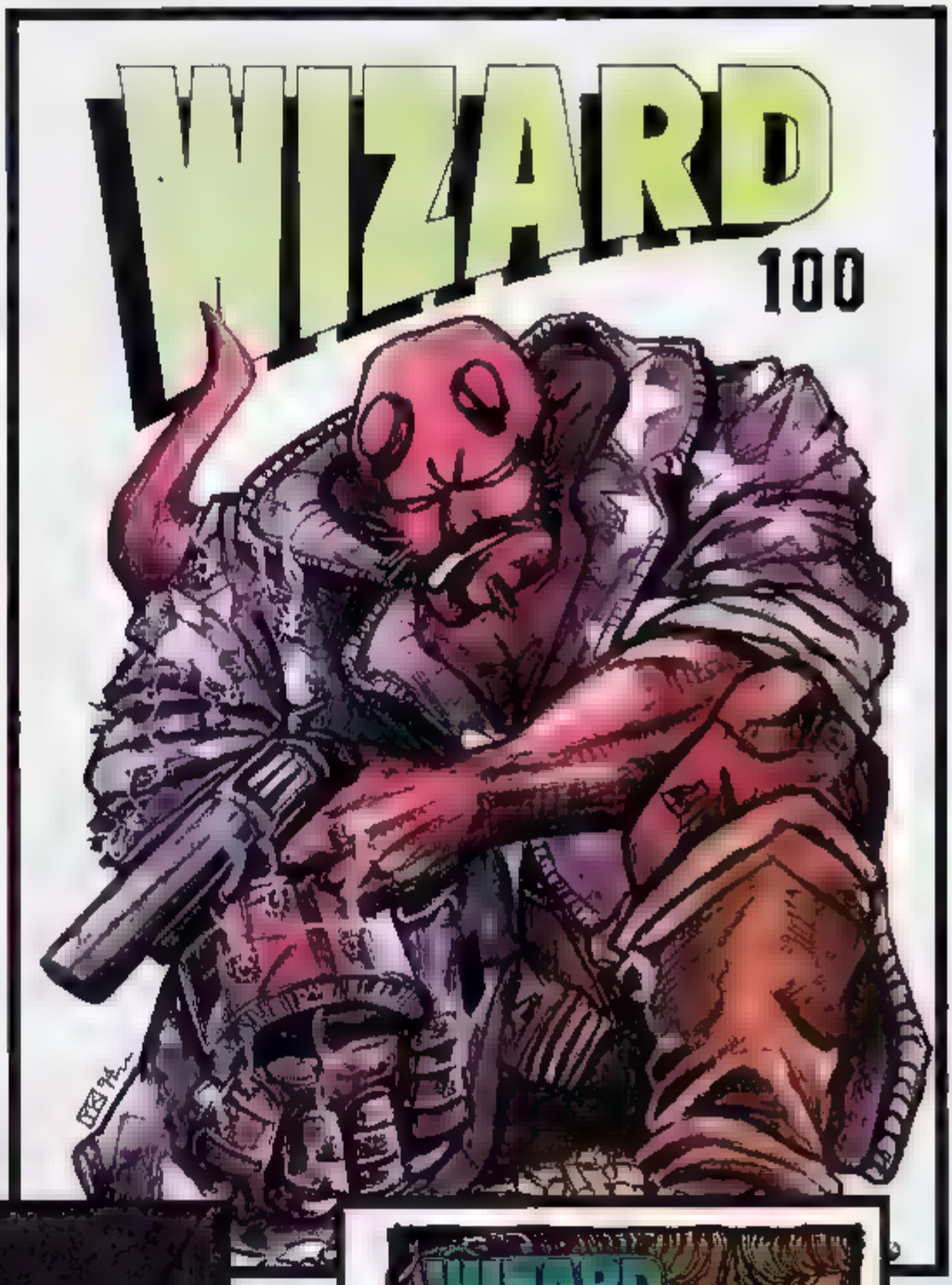
Hellboy ™ & © 1994 Michael Mignola

RUNNER-UP

HELLBOY
By Kung Yuan Ket
Selangor, West Malaysia

THE PREDATOR
By David Hill
Melbourne, FL

MELTING POT
By R.A. Van Dongen Jr.
Newark, NY



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Melting Pot ™ & © Kevin Eastman

Harley Quinn ™ & © DC Comics

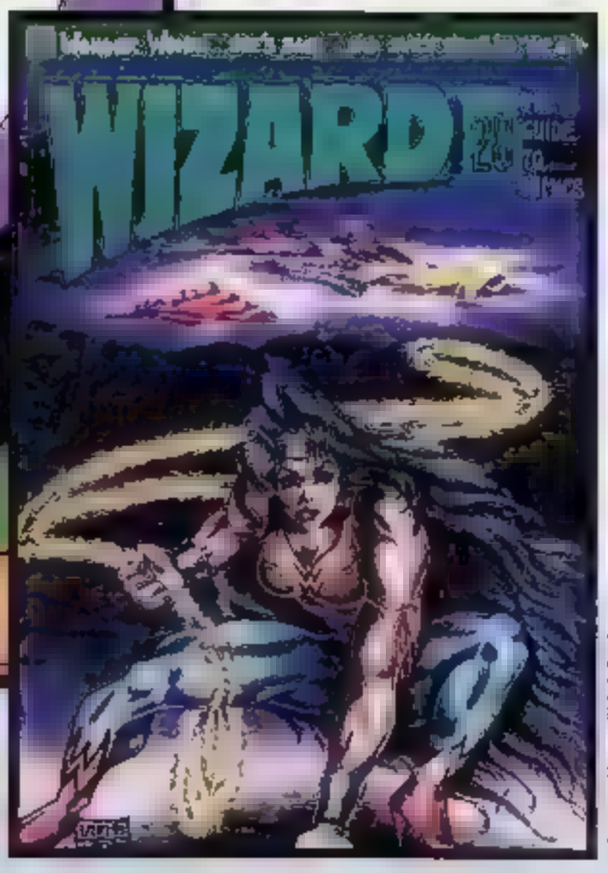
RUNNER-UP

HARLEY QUINN
By Bill McEvoy
Rowland Heights, CA

WONDER WOMAN
By Lauri Dansereau
Wappingers Falls, NY

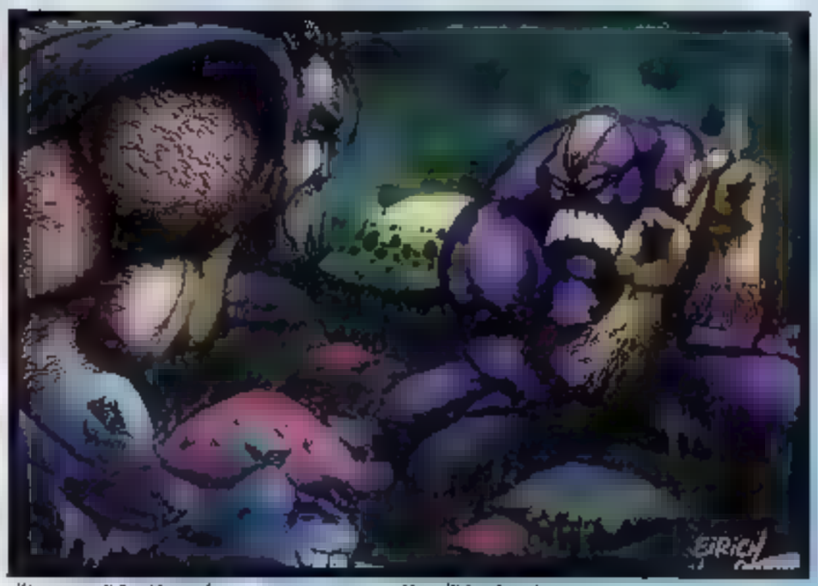
WOLVERINE vs. THE MAXX
By Elrich Olson
Denver, CO

SPAWN
By Junxiong Li, Corey Mitchell, and Ed Muren
South Elgin, IL



Wonder Woman ™ & © DC Comics

Spawn © Todd McFarlane Productions Inc. Spawn © Todd McFarlane



Wolverine ™ & © Marvel Entertainment Group, Inc. Maxx ™ & © Sam Kieth

Time Warner Entertainment Group

RUNNER-UP

X-BABIES
By Eri Lamuel & Adi Darda
Jakarta Timur, Indonesia

ANIMANIACS
By Jim Leyshon
Denver, CO

THE VIOLATOR
By Brian Syswerda
Middleville, MI

Animaniacs ™ & © 1994 Warner Bros.

The Violator ™ & © Todd McFarlane Productions

Entries for The Drawing Board should be sent to:
The Drawing Board
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920-2064

Submissions can be on any form of unlined paper or posterboard, and can be in any medium (oils, crayon, line art, bloody finger, etc.) Mean looks will not print. Artwork must not be larger than 8" x 11-1/4". Do not fold, bend, or roll artwork. Mail flat to avoid damage. Please enclose your name and full address. All entries are nonreturnable and become property of Wizard Press. Employees of Wizard Press are the sole judges of the contests, and all decisions are final. Good luck!

This is the way the world ends... This is the way the world ends... This is the way the world ends... With a bang!

The story so **BIG** it takes every August DEFIANT title PLUS a special 4-issue **SCHISM** mini-series to tell!

Written by Jim Shooter
with Len Wein
Art by David Lapham
and Dick Giordano

HUNK & BABE of the month

Babe = BABE

Whoah! John Byrne knew what he was talking about when he dubbed this titillating tomato Babe. Lookit those legs! those eyes! those... Well, you can see for yourself that this lady is first-rate. It's a shame that *Danger Unlimited*, Byrne's first made-for-Legend title, was canceled, but the premiere of *Babe* certainly softens the blow. So whatzit about? Well, an agent named Ralph Rowan, P.O.ed after not making any deals at a Hollywood party, goes rippin' down a highway and almost hits a butt-nekkid Babe (I gotta get the name of that highway). After rescuing her from a scummy Hollywood type, Ralph starts her on the path to stardom. But then these gruesome-lookin' aliens show up, and...well, *Babe* #1's on sale now—check it out for yourself. She alone is worth the price of admission.

Hunk = DOOMSDAY

I never really thought of an embodiment of the wrath of God as a hunk before, but hey, check out how buff this purple dude is! And just how does he get his teeth so Pepsodent white? That's not a question meant for mere mortals, so we'll stick to why babes dig him. First off, is he tough? You betcha. He beat Moses two times outta three in thumb wrestling. Second, does he know how to have fun? Hell, yeah—he built a sprawling gazebo on the moon, possessed a whole bunch of superheroes, and proceeded to beat the tar out of the DC Universe. Are there any drawbacks? Other than the fact that he was recently wiped out of existence by the Spectre, no; this guy's a 10! ☆

She's got Cindy's eyes, Elle's legs, Christy's hair, and Ali's left hook!

John Byrne's

BABE

LEGEND HAS IT!

Takin' on the world with a wink and a smile this July!
If she can't get you to Make The Break, no one can!

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Aloha! Welcome to another Brutes & Babes. This month, we continue our fun look at perspective. A quick word: if you find perspective frustrating, if nothing clicks, then find a book on perspective and read it. If that doesn't work, write in with a question; maybe I can clear up a problem if you tell me what you're having trouble with. Send in your perspective drawings, too, if you're doing any—and I hope that you are.

BRUTES & BABES

DRAWING POWERFUL COMICS WITH

BART SEARS

TWO-POINT PERSPECTIVE

SECTION 1:

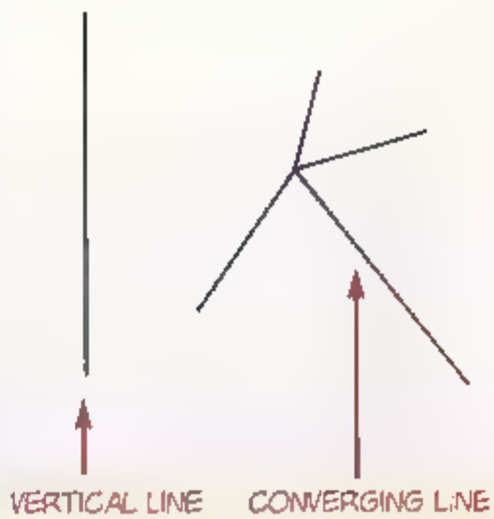
On this page are some familiar drawings from last issue. What follows here are definitions for those drawings as they apply to two-point perspective.

There are basically two types of lines in two-point perspective. Only two—that's all you'll ever need to draw. They are vertical lines and converging lines. Let's look at the definitions of these two things and move on from there.

Vertical: in a position or direction perpendicular to the plane of the horizon, upright.
Converging: (also convergent) to tend to meet in a point, to tend to a common result.

Basically, that's it. You master those two lines and you can do two-point perspective. Actually, if you master converging lines, you can do two- and three-point perspective—but we'll get into that in later issues. (Y'know, for some reason, this seems sooo familiar...)

We're starting with the simple basics—types of lines—and we'll build from there. To help learn about perspective, you should start thinking about the streets on which you walk, the rooms in which you sit, the pictures at which you look. Try to pick out the perspective, try to find the vanishing points on the horizon lines—it will make learning about using perspective a lot easier in the long run.



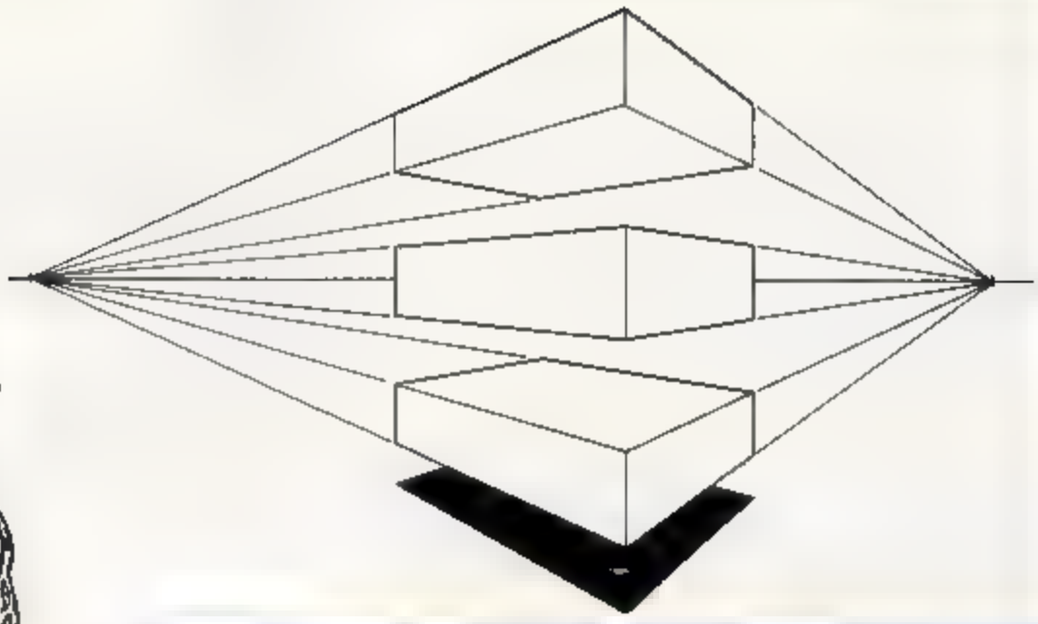
SECTION 2: THE HORIZON

As you might have guessed, the horizon is related to horizontal lines. **Horizon:** the line or circle that forms the apparent boundary between the earth and sky.

Note the picture to the top left. Note the viewer. As I said last issue, you will never see the viewer in any illustration other than those used to explain perspective. The viewer is an imaginary person that the illustrator creates who is looking at the scene the illustrator is illustrating. (Now that's a mouthful!) It's important to remember that the viewer is *not you*. Anyone looking at an illustration is looking at a snapshot of what the viewer (the imaginary spectator) has seen.

Note that the horizon line of any illustration runs directly through the viewer's line of sight, i.e. his eyeball. The point of view of any given illustration can be high, low, or right in the middle. With a high viewpoint, you tend to look down on things. With a low viewpoint, you tend to look up at things. With a middle viewpoint, you tend to look at things the way most people look at things (we might call this "normal perspective").

Look at the illustration to the bottom left. The viewer (our imaginary friend) looks through a piece of paper that represents the picture plane. Hmmmm, picture plane: there's a new word. **Picture plane:** an imaginary, flat piece of glass through which the imaginary viewer looks. Pretend that the image the viewer sees is burned into the glass, and that the glass becomes the illustration.



SECTION 3:

Study the three floating boxes above.

OK, now that you've done that, let's discuss what you were looking at. Those three boxes were drawn in two-point perspective. Two-point perspective simply means that there are two separate points of convergence on the horizon line, which as you can see is parallel to the top and bottom levels of every basic shape. Note that the sides of all the boxes are constructed with vertical lines that are, of course, all parallel to one another and perpendicular to the horizon line.

Unlike one-point perspective, when an object is drawn in two-point perspective, it has a bit more realism and life. Lines of convergence are becoming verrrrry important, so pay attention.

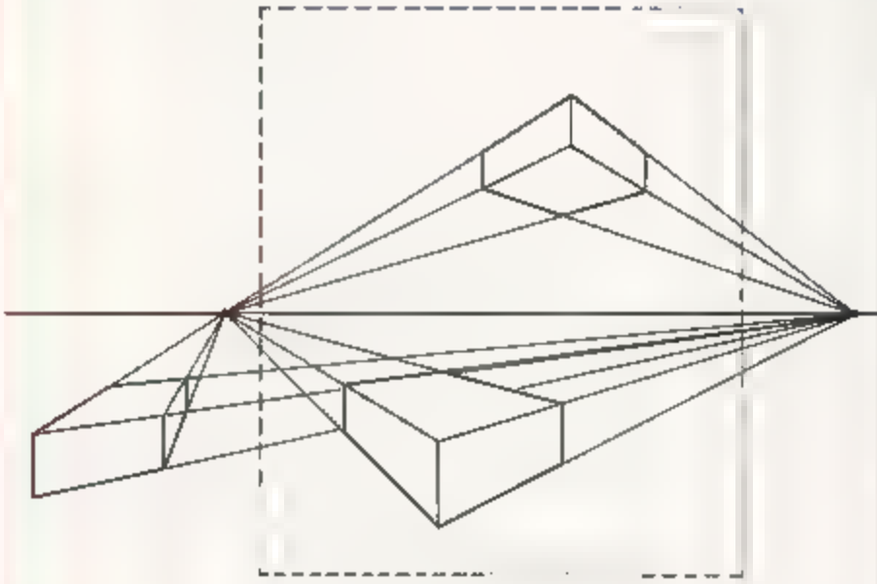
SECTION 4: WHAT IT IS

Look at the illustration to your right. I hope it further demonstrates how two-point perspective works. Once again, note that all the vertical lines are parallel (that kind of goes without saying) and that there are two vanishing points, towards which all the lines in the drawing except the vertical lines converge.

Actually, in two-point perspective you could have a hundred vanishing points placed right on the horizon, but don't panic. In the future, we'll get into instances where a drawing in two-point perspective will have more than two vanishing points; for now, don't worry about it. Just recognize that it's possible, and that it won't affect the shape of any of your boxes or objects. Just keep those vertical lines parallel and all the other lines converging and you'll be doing fine.

Now take a look at the box on the left. That's sort of a two-point perspective "no-no." Note the dotted line drawn around the illustration. When you're doing two-point perspective, it's a good idea to keep your perspective points outside of your picture plane, which the dotted line represents. If you need to draw an object in simple, two-vanishing-point, two-point perspective and the object falls outside of those two points, strange and bizarre things start to happen with its shape.

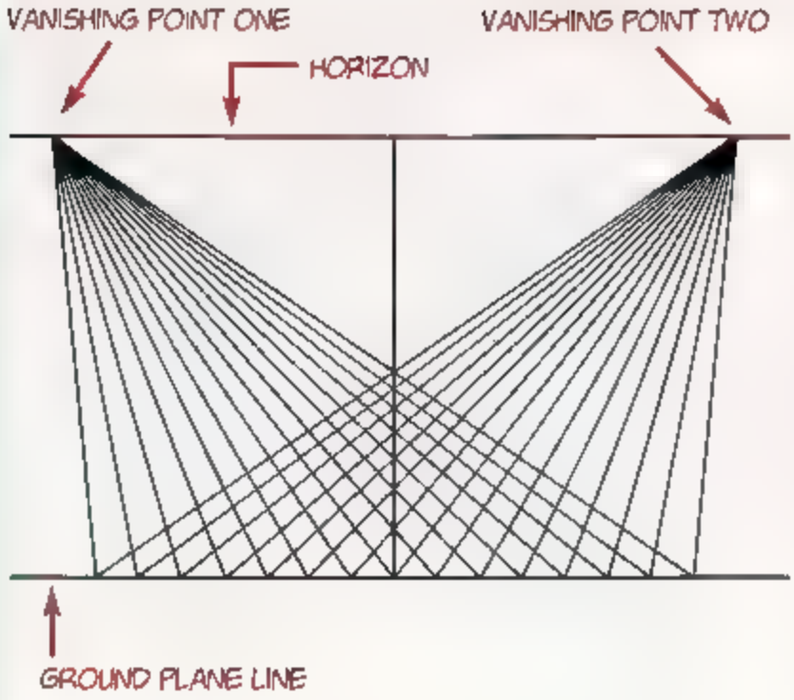
As we get deeper into perspective, I'll show you how to avoid this. But for now, keep your points *outside* of your picture plane (that is, outside of your panel) and everything will go fine for you. This basic, simple rule, of course, was made to be broken. In the coming months, I'll show you how—but for now, let's just stick with this.

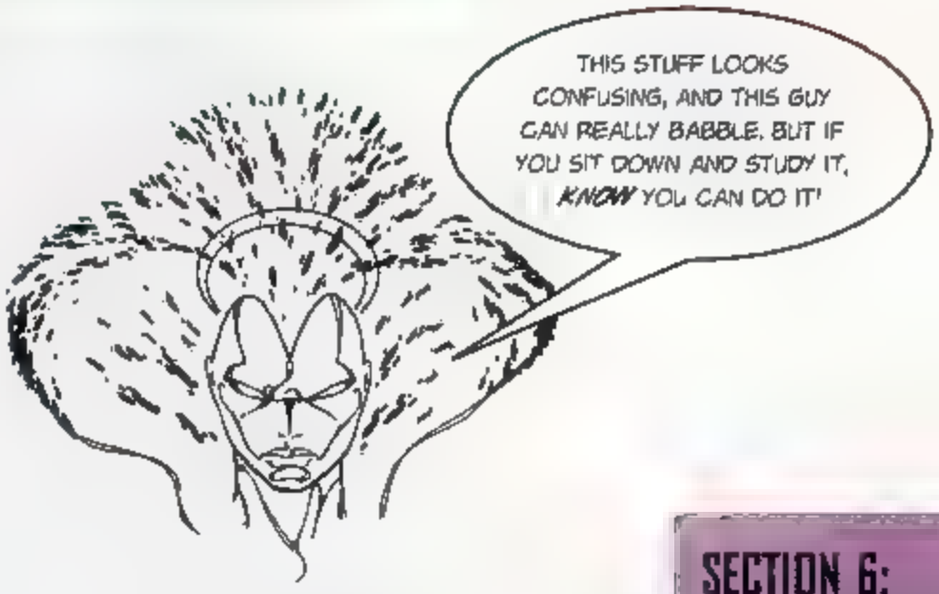


SECTION 5: GRID IT!

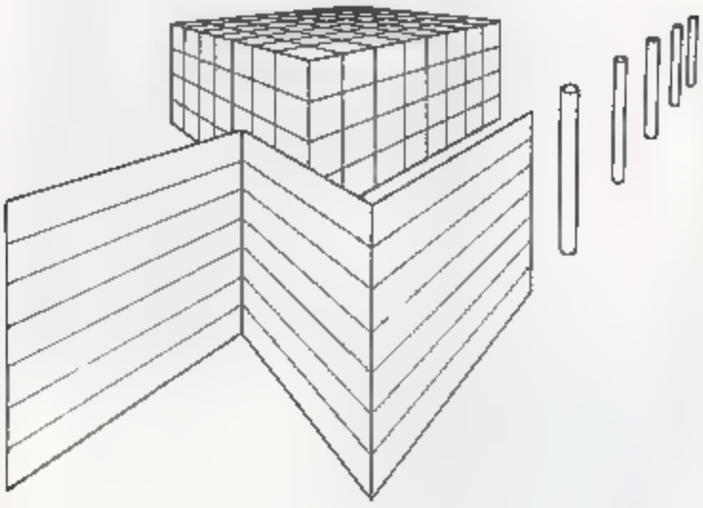
On the right we have a checkerboard grid drawn in two-point perspective. It's quite simple to create. First, draw a horizon line. Second, set two vanishing points on the horizon, approximately in the same areas where I have mine. Third, draw a line parallel to and below the horizon. Give yourself enough room to construct a grid between this line (which we'll call the ground plane line) and the horizon.

What you should do next is drop a vertical line from the horizon line, starting midway between the two vanishing points, and ending up at a point right in the center of your ground plane line. This vertical line will be your center-of-vision line. Next, with a ruler, mark off equal measurements along the ground plane line, say, every quarter-inch. Take a straightedge and draw lines from each measure towards vanishing point one. Then draw lines from each measure towards vanishing point two. There you have it: a two-point perspective grid. That was easy





Thanks for that vote of confidence, Babe



SECTION 6:

To the left we have some wall shapes with grids on them in beautiful two-point perspective. Measurements for vertical walls are easy in two-point perspective. All you need to do is, starting with your two-point perspective grid, set your ruler along a vertical line and mark off as many equidistant points as you need. Then draw a line from these measured points to the vanishing point. These lines are all perfectly proportionate in perspective.

If you need to grid a wall, just draw a diagonal line from one corner to another of your wall box. Draw a vertical line wherever the diagonal crosses one of the converging lines. Now you've got a nice grid on a vertical wall. If you do that and erase the diagonal lines, you have wall panels.

This same technique can be used to place telephone poles along a road that you draw, or any other objects you can think of that might be equidistant from one another. Note how the freestanding wall stops, and then things that look like poles stick up out of the ground all the way back to the vanishing point, all of which hopefully illustrates what I'm talking about.

There you have it. You're finished. Now you pop a figure in here. I did it last time—you do it this time. As all the same rules apply. Good luck—and have fun!!

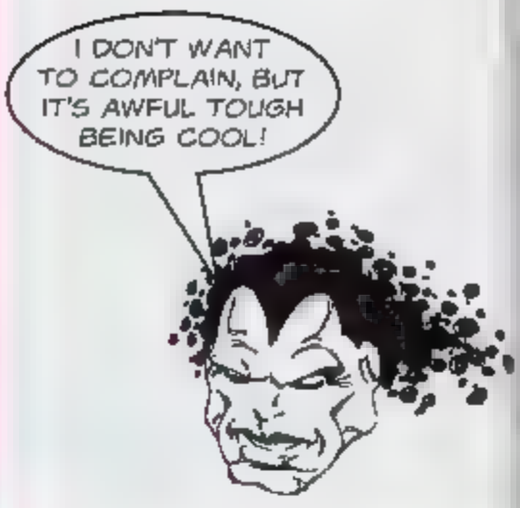
SECTION 7:

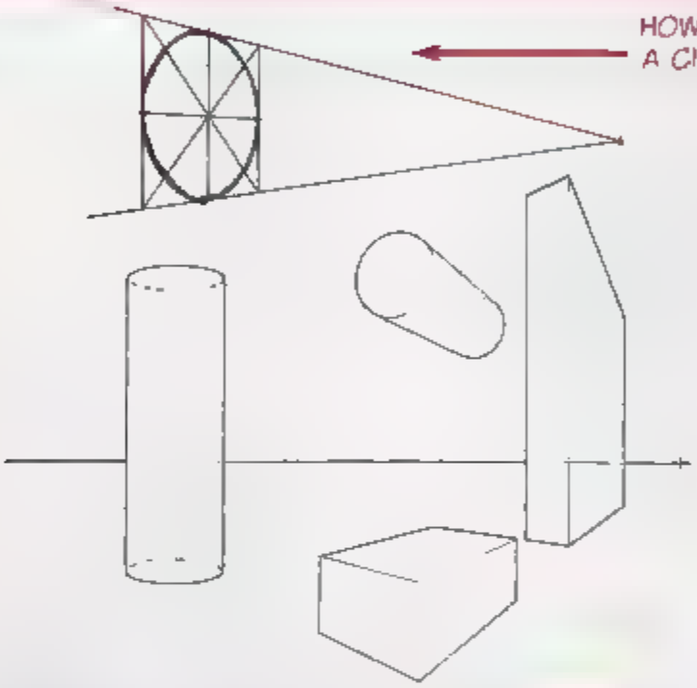
Take a look around. Look at the room you're in: look at the desk, the shelves, the bed, on the kitchen table. Look at the corners of the room or the street outside. More than likely, everything you see appears to be in two-point perspective. (This works best when you're standing up normally in an average room.) Most of the time, most everything we see looks like it's in two-point perspective. There are exceptions to this rule, but there are exceptions to every rule.

Keep looking. Do you see how two-point perspective works? Does it make sense? I hope so. The greatest skill an artist can have is that of observation. Look around yourself, see things in life as they appear, try to understand what you're seeing. Then try to recreate it on a flat, two-dimensional piece of paper, use your knowledge to depict real objects in a realistic manner.

Once you've got that down, you can take that knowledge and create things that are unreal (and unrealistic), but draw them so that they look real, so that they look like they take up form and space. That's the point of perspective, adding believability to your drawings. It's one of the basic drawing laws. And it works.

Now a little plug for next month, one that hopefully won't blow your mind too bad. In reality, there's no such thing as one-point perspective or two-point perspective. Everything everyday everywhere is always in *three-point* perspective. Chew on that and I'll explain it next month.





SECTION 8: BASIC SHAPES IN TWO POINT PERSPECTIVE

Look at the basic shapes on the left. Some of them don't look much different from how they appeared in one-point perspective last issue, though there are subtle differences. Can you pick out those differences? Shapes certainly have more life, more realism in two-point perspective; they're not so flat, not quite so boring.

Now it's your turn. Sit down and draw these shapes in two-point perspective. You pretty much have all the knowledge you need right here to do it. The cylinders might be a little tough, so there's a small illustration that shows you how to construct a circle in perspective. (What's funny about that is that it's drawn in one-point perspective.) Knock yourself out, have some fun!

SECTION 9: EXAMPLES OF TWO POINT PERSPECTIVE

Here are a few instances of two-point perspective that appeared in actual comic books. That's pretty much how it works. Quite frankly, I really had to struggle to find illustrations to use here. Perspective is so important in comics that I think that every panel I've ever drawn has been loaded with it. Most of it shows in the figures.

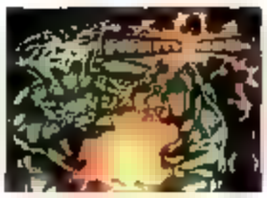
Unfortunately, balloons and figures obscure so much of the background detail so much of the time that it's hard to find something that's actually just sitting there drawn in perspective. But even when a well-drawn comic doesn't have any buildings or cars drawn in perspective, the artist still utilized all his knowledge of perspective in drawing that comic. Don't sell perspective short.

Till next month, keep practicing your perspective—and above all, *keep drawing!*

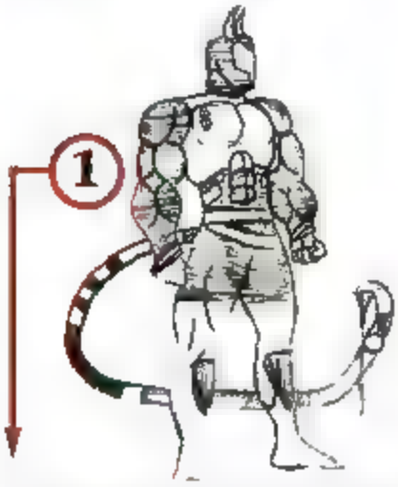
Dear Brute & Babe

Here at long last are the Scorpios submissions. I really enjoyed going through them!

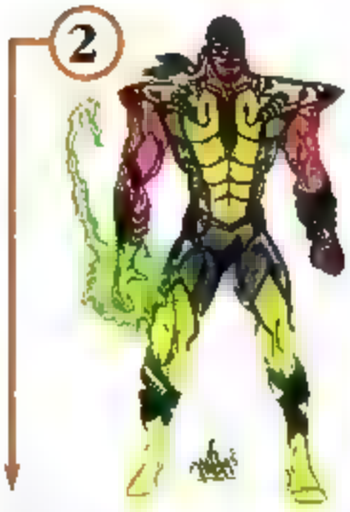
Thanks to everyone who submitted a Scorpios! You all did great jobs—I wish I could have printed them all



Well, there I is. It hasn't arrived in your mailbox yet, but it will. Keep looking for it. Yep, that's right—it's the Brute & Babe postcard. Sure, this one just features Brute, but that leaves room for the Babe one coming next. Thanks for your patience on this point, and watch your mail, because it's coming



Gray Warlick, Sherwood, Ark. Good job, Gray. It's nice to see some submissions from younger readers.



Mike Grossi, Ill. Cool effect on the hand.

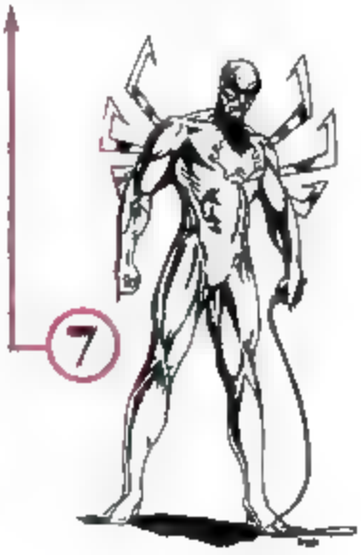
Ryan Odagawa, Monterey Park, Calif. It's interesting (and very politically correct) to depict Scorpios as a female. Babe loved it.

Mike and **Sheila Schernberg**, Everly, Iowa. Looks powerful.

Ben Hall, Arlington, Texas. I like how you dropped the tail in favor of a lizard tongue.

Cliff Evans, Crockett, Texas. I like the hand and boot effects on this guy

Greg Keyser, Greenville, N.C. Nice proportions, good inking.



Michael Gowans, Johnstown, N.Y. Neat grimace on his face—he looks fierce!

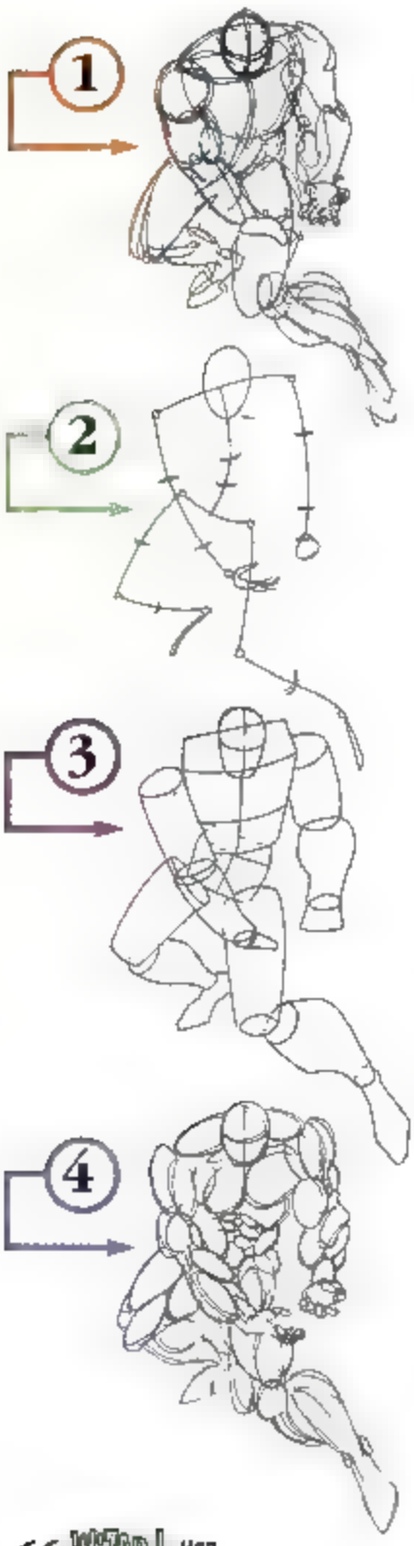
Little BRUTES & BABES

INTRODUCTION

Hi, how are you all doing? We've been looking at some figures and how they grow from basic shapes to finished superheroes, and I hope it's been clear enough for you to follow. I'm going to try something a little different this month. I want to see if I can help you put two and two together to get to that lovely four. Give it a whirl. Write in with your questions and send in drawings, I'll be happy to answer them and help you out as best as I can.

SECTION I:

On the right we have a cool finished drawing of Brute looking tough and angry. "Sure, that's cool," you say, "but how in tarnation will I ever draw that?" Well, let's try it. First, study the other four drawings on the page.



DRAWING ONE: Here we have a really basic shape-figure in the pose we were thinking of for Brute. It's kind of goopy, kind of gummy, kind of roly, kind of poly—but note that it's essentially the same pose as Brute's.

This is what Brute is derived from: simple basic shapes. A couple of circles, a few cubes... actually, a couple of circles, a few oblong shapes... it's real simple. Give it a try. And don't worry about getting a nice, clean, clear, posed, simple shape to start with. Just let the pencil fly around on the paper, scribble around till you come up with something you like, and build from there.

DRAWING TWO: Here's what you build from. You take that simple basic pose you've created with simple shapes and draw in some basic lines. Think of this as the skeleton of the figure. Draw a basic oval shape for the head. Now here's the tricky part: measure in some proportions.

Proportions... now there's a tricky word. **Proportion:** the comparative relation between things or magnitudes such as size, quantity, number, or the like.

To find the proportion of a figure, you have to measure it. This is kind of tough, but you can do it. What you need to do is figure out how long the arms are, how long the legs are, how long the body is, and most importantly, how the lengths and sizes of these parts relate to each other. This is the tough part. (I warned ya.)

To measure the figure, first figure out how big the head is going to be. Next, use the height of the head to measure off all the other distances. (Simple, eh?) Note the little marks on drawing two. Those are measurements taken from the head.

It's tough to measure out a figure, but just remember that no leg can be longer than it's supposed to be, so if a leg is four heads long, the other leg *can't* be five. It can be three if it's bent and receding into the distance, but it *can't* be longer. Keep that in mind, and good luck!

DRAWING THREE: Look, we're back to simple, basic shapes! Now that we've got the whole figure measured, we draw simple shapes for the arms, legs, and torso over that stick/skeleton figure, keeping in mind mass and that other dreaded concept, proportion. Remember, you have to know if your character's big or little, thick or thin, all those kinds of things. Give it a whirl.

DRAWING FOUR: Here we have a bubble muscle drawing. All the muscles are nicely layered. Now granted, this part isn't easy either. You have to know where all the muscles are, where they connect, how long they are, how big they get, and how they look in relation to everything else—all that fun stuff.

This is basically how a drawing is constructed, so practice doing it. And don't expect to do something awesome your first time out. It might take a year, it might take 10 years. But it's been my experience that someone who wants to learn a skill badly enough can usually do so if he practices enough. Don't get discouraged, just keep trying—that's the important thing. After all, it's not a race; nobody has to win. Good luck!

CONCLUSION:

Well, that ends another Little Brutes & Babes. I hope this is helping you, please let me know if it is. If you've got questions, send me a drawing with your questions written on it, and we'll try to take care of it the best we can. Till next month, thank you, and so long. But most importantly... *keep drawing!*

BRUTE AND BABE AND THE OMNIBUS PRESS LOGO ™ & © BART SEARS

HE'S ONE WITH THE EARTH...
AND THE EARTH DEMANDS JUSTICE!
A NEW BREED OF
GEOMANCER ARRIVES IN
THE GEOMANCER™ #1
BY
MAURICE FONTENOT
& RAGS MORALES
SHIPPING IN JULY FROM
VALIANT

CONTEST

Youngblood Sweepstakes

YES, IT'S TRUE: ROB LIEFELD, AFTER A LENGTHY HIATUS, HAS RETURNED TO THE WORLD THAT MADE HIM FAMOUS, NOT TO MENTION RICH: COMIC BOOK LAND. TO HELP CELEBRATE THIS MOMENTOUS DAY, ROB, THOSE FINE FOLKS OVER AT EXTREME STUDIOS, AND WIZARD PRESS HAVE PUT TOGETHER QUITE AN ARRAY OF PRIZES, ALL UP FOR GRABS FOR THE FANS KEEN ENOUGH TO ENTER AND WIN THIS CONTEST. SO WHAT D'YA GOTTA DO? WE'LL GET TO THAT SOON ENOUGH. OUR FIRST ORDER OF BUSINESS IS THE LOOT!

Grand Prize (One winner)

A page of original framed art from *Youngblood* #6, the issue that marks Rob's return to the series that started the Image Universe!

Second Prize
(2 winners)

A set of authentic Extreme Studios apparel, consisting of an Extreme leather jacket, jersey, hooded sweatshirt, baseball cap, and dog tag!

Third Prize
(10 winners)

A set of all the standard-release comics published by Extreme Studios, from *Youngblood* #1 to *Youngblood* #6 and everything in between!

Fourth Prize
(15 winners)

A set of all the standard-release #1 and #0 books published by Extreme Studios, from *Youngblood* #1 to *Newmen* #1 and everything in between!

Fifth Prize
(25 winners)

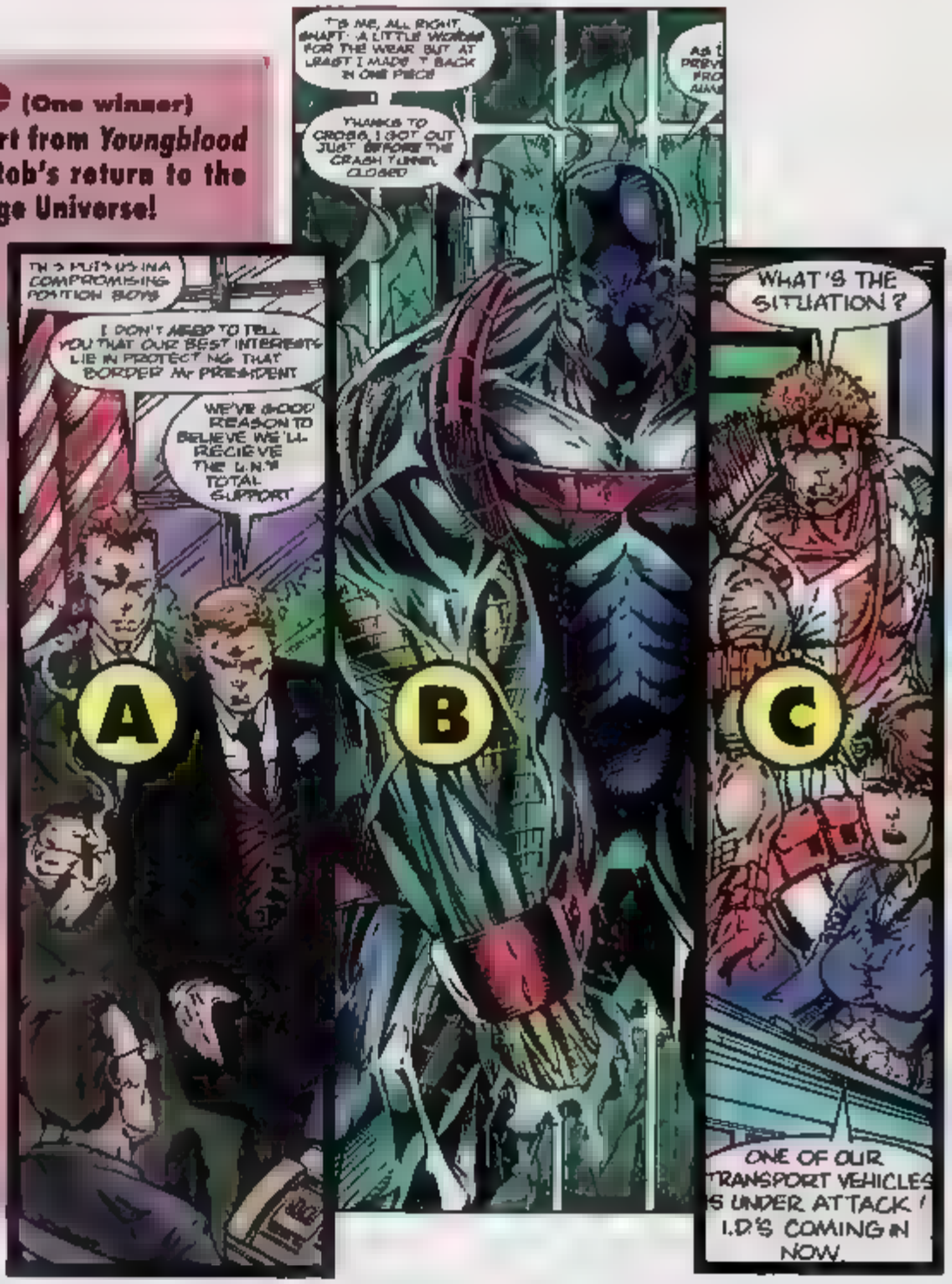
A *Youngblood* #1 *The Silent Edition*, the word balloon-less limited edition printed on super-high-quality paper and signed by Rob Liefeld!

Sixth Prize
(50 winners)

A *Youngblood* #1 *The Silent Edition*.

Randomized Prize
(50 winners)

After all the contest winners have been chosen, all the winning names will go "back in bowl!" (classic movie quote) and one name will be chosen at random. The individual chosen wins, in addition to the prizes he or she has already won, the Youngblood "bonus pack," which consists of *Youngblood* #0-#6, all signed by Rob Liefeld!



HOT DAMN! MAKES YOU WANNA GET NAKED AND RUN AROUND, DOESN'T IT? DON'T DO THAT, THOUGH; YOU'D PROBABLY GET ARRESTED OR SOMETHING. ANYWAYS, THE WAY TO WIN THE WHOLE SHEBANG IS TO LOOK AT THESE SIX PANELS FROM *YOUNGBLOOD* #0-#5 AND FIGURE OUT THE EXACT ISSUE IN WHICH EACH PANEL ORIGINALLY APPEARED.

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Extreme Studios, their immediate families, and anybody who reads fine-print legal copy. What's your problem? Print your name, address, city, state, zip code, telephone number with area code, and the exact issue in which each of the six Youngblood panels originally appeared on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to Youngblood Sweepstakes, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. The third and fourth prizes do not include any premium special editions unless a book was printed only in a premium special edition. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Ugh. This legal nonsense goes on forever. I wonder what's on TV? **All entries must be received at contest headquarters by August 8, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The grand, second, third, fourth, fifth, and sixth prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 9, 1994, by Wizard Press. All grand, second, third, fourth, fifth, and sixth prize winners will be eligible for the randomized prize, which will be chosen by random drawing on August 9, 1994. All decisions are final.

For a list of winners, available after August 31, 1994, send a stamped, self-addressed envelope to Youngblood Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep reading Wizard!

Youngblood and all Artwork and Characters ™ & © Rob Liefeld Inc.

ONCE YOU'VE NAILED DOWN ALL THOSE ISSUE NUMBERS, FILL OUT THE OFFICIAL YOUNGBLOOD SWEEPSTAKES ENTRY FORM BELOW, JAM IT IN AN ENVELOPE, SLAP A STAMP ON IT, AND MAIL THE WHOLE THING OFF TO:

Youngblood Sweepstakes
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Better start searchin'—this has gotta get where it's goin' by August 8, 1994!

WINNER!

Congratulations to the Grand Prize Winner of *Wizard* #32's Sega CD Contest.

Grand Prize Winner

Ryan Villano (age 11) Plymouth, MA

Answers:

1. *Uncanny X-Men* #309 **2.** *Batman* #504, **3.** *Amazing Spider-Man* #385, **4.** *WildC.A.T.s* #6, **5.** *Turok* #10, **6.** *Spawn* #16

CONTEST

Youngblood Sweepstakes

I am:

NAME (PLEASE PRINT CLEARLY) AGE

ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

My answers are:

PANEL A IS FROM *YOUNGBLOOD* #: PANEL D IS FROM *YOUNGBLOOD* #:

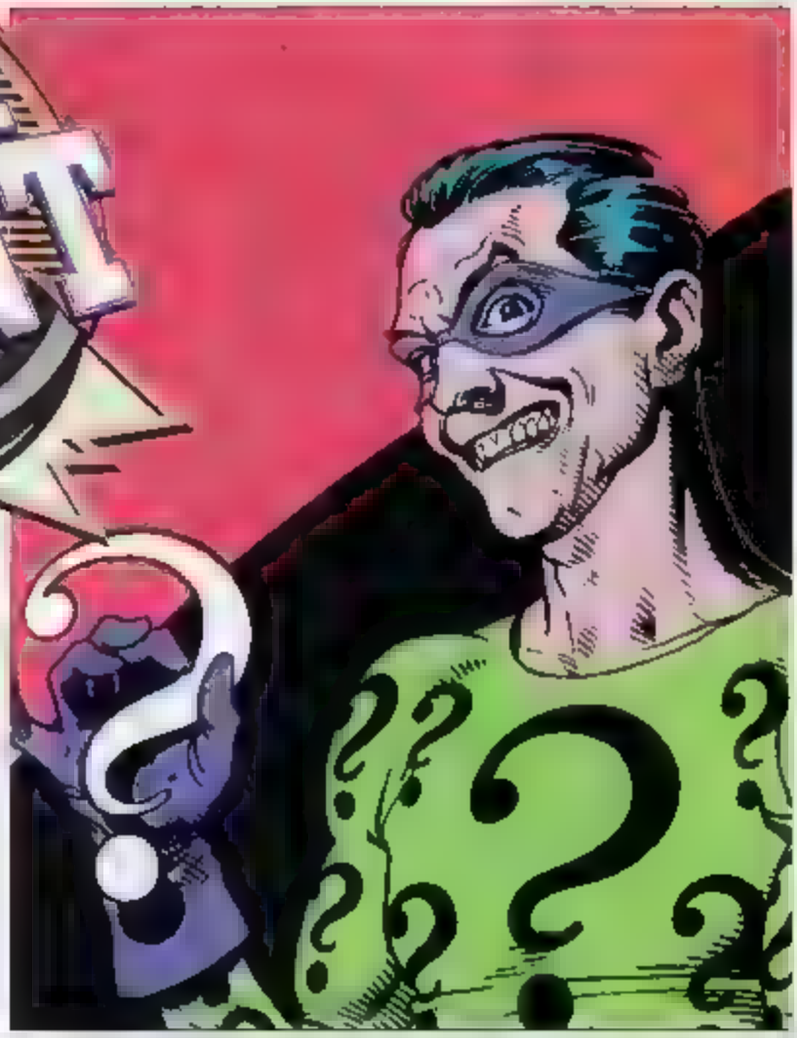
PANEL B IS FROM *YOUNGBLOOD* #: PANEL E IS FROM *YOUNGBLOOD* #:

PANEL C IS FROM *YOUNGBLOOD* #: PANEL F IS FROM *YOUNGBLOOD* #:

CUT & PRINT

The comic insider's guide to Hollywood.

BY DAVE GALVAN



Batman III, now *Batman Forever*, will be feature Tommy Lee Jones as Two-Face and Jim Carrey as the Riddler.

The Batman TM & © DC Comics

BATMAN III NO MORE

The eagerly awaited third installment of Warner Bros.' Batman film outings, *Batman III*, has altered its title to *Batman Forever*. The reason for such a corny name change? It seems no one at Warner Bros. is talking. Can't say we blame 'em.

Other major changes include Tommy Lee Jones officially signing on as Harvey Dent, aka Two-Face. Jones takes over the character who last appeared in 1989's *Batman*, which was portrayed by Billy Dee Williams. Despite earlier reports Robin Williams will not portray the Riddler in the film; published reports have Jim Carrey playing the villain. Chris O'Donnell (*The Three Musketeers*) has officially signed on to play Robin after a search for an unknown talent proved fruitless. Also in negotiations is the film's star Michael Keaton, who reportedly could bring home $13 million as Batman.

A new character, Chase Meridian, is slated to be introduced as another love interest for Bruce Wayne. She's a criminal psychologist who's—guess what?—extremely interested in the complexity of Batman.

Batman Forever is set to begin filming in September with a summer 1995 release.

FILM

Hear any news on a movie based on Marvel's Black Panther character? Rumors have been flying like crazy recently since some Hollywood trade magazines have published the news that a film called *The Black Panther* has started filming starring Mario Van Pebbles. The only problem is, the film has nothing to do with Marvel's Black Panther—it's about the 1960s Black Panther movement.

Several sources have leaked information to me regarding a possible new Punisher film. One source at Marvel has told me that they are looking into the possibility of producing either a film or TV series based on the new female Punisher who made her debut in *Punisher War Journal* #62.

Although Marvel is organizing its thoughts on the Punisher project, one source has leaked me a photo of action actress Sophia Crawford, who an interested producer wants to star in the film, if such a film is made. She has been an action star in the Hong Kong film market—a market that has its stars doing *all* of their own stunts. She's a dead ringer for the new Punisher, I have seen some fight footage of some of her movies, and this bird can scrap! She has kung fu moves that would put Van Damme to shame, and can fight her way past any man. I certainly hope that Marvel gets their act together and jumps on this project while they can.

Turner Broadcasting announced in April that *Jonny Quest* is to be the next Hanna-Barbera cartoon series to be transformed in a motion picture feature. The

film, expected to be a late-'95 or early-'96 release, is to be produced by Donner/Shuler-Donner and Robert DeNiro's Tribeca Productions.

If many fans of *The Crow* were wondering how the late Brandon Lee managed to be seen through the entire film, despite the fatal tragedy that struck him during the filming of it, the answer is simple. Dream Quest Images successfully made a digital composite of Lee's face, which was placed on the body of another actor.

Speaking of video, Disney is so confident that sales of *The Return of Jafar*, the direct-to-video sequel to Aladdin, will soar that it plans on doing a direct-to-video sequel of the just-released *The Lion King*.

Alpha Productions will release a two-issue comic book mini-series based on the film *Ruger: L.A. Bounty 2, Concrete Storm*. The film, for which a release date has yet to be set, is a sequel to the highly popular *L.A. Bounty* film which

Will Sophia Crawford play the Punisher? Stay tuned.

The Punisher™ & © Marvel Entertainment Group. Photo: S.C. Daly

BEHIND THE MASK

Dashing, dangerous, and computer-animated Jim Carrey gets a digital assist in *The Mask*.

The Mask ™ & © New Line Cinema

Originally from Oakland, Calif., Tom Bertino is the Animation Supervisor extraordinaire on July's New Line feature *The Mask*. Coming to Industrial Light and Magic through ways of traditional animation, Tom has worked for such animation companies as Nelvana, DIC, and Hanna-Barbera. Making up his mind at age four to get into animation, Tom has worked on such films as *Terminator 2*, *The Abyss*, and *Who Framed Roger Rabbit?* before lending his talents to *The Mask*.

WIZARD: How exactly did you get started in this business? There isn't exactly a special effect/animation course in the average high school.

TOM BERTINO: I'm very much self taught. In my very early childhood, I decided what I wanted to do with my life, and spent all the time in between then and the age of maturity studying and trying to learn. When I was in my late teens, I was lucky enough to cross paths with an independent animator who works in the area named Sally Cruikshank. She hired me as an art assistant and taught me a lot of the tricks of the trade. Since then, it has been just learn as you go. When I was in my early teens in the early 1970s, I had a little money and I actually bought myself one of the early dinosaur home video set-ups, a huge clunky, reel-to-reel thing, just so I can tape cartoons and Ray Harryhausen movies and break them down frame by frame and learn how they did it.

WIZARD: How did you get involved with ILM?

TB: Interestingly enough, my baptism by fire was [the film] *Howard the Duck*! Depending on which side of the cult you're on, it's either a good thing or a bad thing. At that time, they had a long way to go and a short time to get there,

starred Sybil Danning and the late Steve James (best known to superhero fans as Corner Parker from the pilot of *Mantis*). The series is adapted by Ron Fortier with art by Paul Pelletier (of DC's new *Outsiders* series).

TV

Lois and Clark: The New Adventures of Superman has been officially picked up for a second season. Although the season finale looked grim, expect Lex Luthor (portrayed by John Shea) to return next season. The new owner of the Daily Planet, played by James Earl Jones, is also expected to return for another go-around. Filming will begin sometime this summer.

Tales from the Cryptkeeper has been officially picked up for next season by ABC for an undisclosed amount of episodes, while CBS has decided to pass on *Cadillacs and Dinosaurs*, based on the comic book *Xenozoic Tales* (for those of you without a dictionary, it's pronounced zen-o-zoe-ic). The USA channel will air reruns, and episodes will be released to video.

Lace Wood, a Canadian animation company, is producing a new Hardy Boys animated TV series. No news on which "lucky" network picked this one up.

SeaQuest DSV has also been picked up for next season. Despite shaky ratings, *SeaQuest* will return mainly because of an agreement between NBC and Producer Steven Spielberg that ensured the show's survival for at least two seasons.

Young Indiana Jones will return with four all-new two hour shows on the Family Channel to start airing in November. The channel is also negotiating with Paramount to obtain the rights to rerun the original episodes to the series, which aired on ABC from 1992-93.

The Shadow™ & © Universal City Studios Inc.

July 1 will see the release of Universal's *The Shadow* starring Alec Baldwin.

and they were getting whatever local animation talent they could find that wasn't already occupied. I was just coming off of a job that allowed me to flow right in here. When I got here, I found out that there were a lot of folks here that I worked with before in various capacities in terms of Saturday morning animation. It was quite a group. In a way, it was like home. I just sort of fell right into it.

WIZARD: Out of all the movies that you have worked on, including *Who Framed Roger Rabbit?* *The Abyss*, *Terminator 2*, and *Death Becomes Her*, if you could pick one movie for people to see your work that you would be the proudest of, what would it be?

TB: I'm working on it right now! (Laughs) It's up on my computer as we speak. This project, *The Mask*, has been quite a crazy project, but it's definitely been my happiest work experience in a very long time. It's a wedding of a lot of different things, it's taking the jump forward made in *Jurassic Park* as far as digital technology of creating a character; it's taking those skills and those tools in a different direction and in a very broad, humorous kind of style. I think I and the whole production [crew] have been turning out really good work. There's something inspirational about having these tools at hand to do something crazy with, and everybody who's working on the project has been rising to the occasion. I feel like, "Oh, I have the power to do this? Well, then let's really go crazy!" Plus the fact that as a computer animator, I'm only approaching having been in this two years. I started on *The Mask* last fall, and it was just as this project was ramping up [that]

We'll buy his heart popping out of his chest, but how does he get his shirt to stretch like that?

I was feeling a lot more confident with my own skills on the computer, which is a very alien medium to me after working with pencils and pens for some 15 years. The way I like to express it is I know enough about the technology now to go about corrupting it. I've been having a really fun time, and I'm really proud of my work on this picture, and everybody else has been. There is some definite eye popping that will be done.

WIZARD: How much reference material did you use? Was the comic book the sole material that you had, or did Dark Horse send you stuff?
TB: Basically, we used the comic books that people had as the jumping-off point, visually. Most of those were hanging around the art department, the art director has always enjoyed the comic even before it was a viable project here, so a lot of the design work as far as the effects on the characters has been clinging as close to the comic as we can.

WIZARD: Were you familiar with the comic at all?
TB: Oh, yes! I'm a big comic book fan. I was very excited when I heard that we were working on the project. It seemed like it would have a lot of possibilities to it for a lot of weird, wacky offbeat stuff. I've always loved the chance to work on a comic book project. *Howard the Duck*. I was very excited about it when I heard about it coming, although we won't go too much into the results there...

WIZARD: Getting back to the technology, is everything done on the computer, or are there still some things done with miniatures and trick camera work like in the old days?
TB: This project is virtually all digital. There are a few effects elements that have been shot on stage for inclusion; pyro elements, smoke, explosions, etc., that are being comped in digitally. But all of the animation, all of the modeling, all of the creature look is all 100% computer. That seems to be the way the industry is going. We certainly have the ability to do the other things if we need them, but that's what the clients want these days—the digital work—because they're very excited about it.

WIZARD: With effects like *Jurassic Park*, which were mostly computer generated, people are really excited about what can be done next. *Jurassic Park* was pushing the envelope yesterday: people want to know what will be pushing the envelope tomorrow.
TB: Exactly. Besides that, I will always have a first allegiance to the hand-drawn [work]. I'm not a big technology lover, but I've come around to enjoying what the computer allows me to do, and the excitement of seeing these things come to life.

WIZARD: I'm interested to see what you guys can do with the new *Star Wars* films...
TB: You and me both!

WIZARD: I remember reading books on *Return of the Jedi*—which probably got more "Making of..." coverage than the previous films—about special effects, miniatures and models, etc. Nowadays, with these computers, you guys can do just about anything.
TB: The possibilities are exciting. It's having those tools in the toolbox that is one of the important considerations for George [Lucas] to be going ahead with these projects at this point. He's been sort of holding off doing them these last few years. His attitude is, "Now we can do something new," instead of it all being rehash.

WIZARD: I just happened to have caught *Star Wars* on the Sci-Fi Channel a while ago, and what is quite incredible is that the special effects, by today's standards, are very simplistic and even amateurish. Even if you compare the movie to *Jedi*, special effects-wise, *Jedi* blows it away.
TB: [The special effects have] been moving so fast. George sort of rebuilt the house, rebuilt the foundation—so to speak—with *Star Wars*. It was so amazing even then—it's still a good movie—but technically, you are quite right. The jump between those two [movies] makes *Star Wars* look kind of quaint.

It's actually kind of mind-boggling how fast things work. It's gotten to the point where barely a month will go by and I'll look at something and say, "Oh, we did it that way?" (laughs). Of course, I have the artist's curse, I have that sort of creative thing that once I've finished something and I've labored bringing this child into the world, I'll look at the finished product afterward and all I'll be able to say is, "Boy, if I had the chance to do that now..."

WIZARD: So what other projects do you have planned for the future, when you're finished with *The Mask*?
TB: Currently as we speak, we're working on Amblin's *Casper, the Friendly Ghost* film. That will probably be the next project I'll be going to do after *The Mask*. [Amblin has] sort of a unique problem in front of them because their characters literally have to carry the film. Which is different than, say, *Jurassic Park* or *The Mask*, where you have effects sequences. Basically, all of the acting, all of the emoting of any kind, and not just the overly dramatic stuff, has to be carried by these computer graphic characters. That involves very subtle dialogue [work] and a lot of very tricky animation to sell these characters as being real characters, not just toys. They're getting very involved in motion capture technology, where you actually film an actor with electronic reference points on their body and their face, and then translate that into computer data so you can get a better guide as far as various points of the face: the cock of an eyebrow, etc. They're having some interesting results. ☆

Dave Galvan is a Portland, Ore. based freelance writer who specializes in the entertainment industry. Dave would like to thank Tom Berkno and Miles Perkins of Industrial Light and Magic as well as Alex Worman from New Line Cinema, all of whom helped with this interview.

B

Who is Blankman?

Find out in *Wizard* #37.

Blankman © 1994 Columbia Pictures Industries, Inc. All Rights Reserved

Artist Jae Lee on appreciating writers, religion, and his upcoming mini-series, *Hellshock*

Angelista and Daniel: two major players in *Hellshock*

A Shock to the System

By Robert J. Sodaro

Jae Lee came to the United States from South Korea with his family in 1974. He attended the Art Institute of Atlanta in 1992 but left after four months. At the insistence of a friend, Lee attended a New York City comic convention and met writer Scott Lobdell, who encouraged him to pursue a career in comics.

Lee's breakthrough assignment was a Beast serial in 1991's *Marvel Comics Presents* #85–#92. Next, he penciled *Namor* for 13 issues and did three issues of *X-Factor*. Image co-founder Rob Liefeld then asked Lee to draw the Chapel story in the *Youngblood Strikefile* mini-series. In 1993, Lee was asked by Jim Lee to draw the three-issue *WildC.A.T.s Trilogy* mini-series. The artist returned briefly to Marvel in late '93 to draw three issues of *Spider-Man* and was slated to draw a monthly *Iron Fist* book but left the company for his current project: writing and drawing the creator-owned *Hellshock* for Image Comics. We spoke with Jae Lee, now 21, about his memories, plans, and opinions.

Do you feel a little intimidated by the limelight that's been shone on you these past couple of years because of where you've been and what you've done?

I haven't really noticed anything. I lead such a sheltered life. I don't know what other people think. I stay home and work. I don't have any contact with the outside world.

Well, if you were to read the fan press, you would see what they have to say.

I haven't really seen any critiques of my work. I haven't really read anything about it.

Photo: J. Sodaro

Were you encouraged to do comics by your folks?

No, not at all. They wanted me to grow up to be an engineer and build something useful.

Have they finally seen the light?

A little bit. Of course, it didn't help that I dropped out of art college. They'd like me to go back to school and get a degree and all that stuff. I'd love to go back to school, because one thing I miss is being around people my own age and doing things people normally do in college.

What does it feel like to be directing your own destiny?

It's great. I was fortunate enough that I got into this really early. Worrying about what I'm going to do in 20 years, or when I'm done with college...I didn't have to go through that, luckily. I know a lot of people, friends my age, who are just getting out of school. They don't know what they want to do.

Did you always know you wanted to go into comics?

No, not at all. Of course, I read comics like everybody else when I was a kid. But doing it professionally, I never thought that was a possibility.

What convinced you that it could be a possibility?

When I went to New York City for a convention and I showed my samples around. It was a year before I actually broke in. I had just gotten out of high school. I was showing my stuff to editors, but none of them were interested. That's when I met Scott Lobdell [writer of *Uncanny X-Men*]. He liked my stuff. He gave me words of advice and the incentive to go on. He said, "Hey, this is possible."

It seems almost a given, as an artist, that if you draw one of the X-books, you become an overnight sensation. Do you think that's an accurate perception? Does everyone who touches an X-book become Image material?

Not necessarily. Look at Stephen Platt; he never touched the X-Men.

That's not to say that you have to touch an X-Men book to become popular.

You certainly don't. You've got the spotlight. You have one of the top-selling books. It couldn't hurt. I wish I'd spent more time with [*X-Factor*], but I knew it was only temporary,

All Hellshock artwork and characters ™ & © Jae Lee

since Joe Quesada was slated to take over the art.

On to your upcoming projects... Is *Hellshock* an ongoing series?

It's a four-issue limited series right now, with the possibility of a regular series.

Is this the first thing that you've written?

Yes. Actually, it's probably about the fifth thing I've written, since I've rewritten #1 so many times. I've had so many starts with this, this would be about my fifth full scripting redo of the project.

Have you contributed to plots on any of the other books that you've drawn?

Back when I was working on *Namor* with John Byrne, I contributed very, very basic plot ideas, like saying, "Hey, toss in Captain America"—and Byrne would put him in a cameo—or "Let's put Namor back into the water." To go as far as to say I co-plotted, no.

Given some of the perceived recent animosity between writers and artists these days, do you find that some writers are now more receptive to taking input from the artists?

I've been fortunate enough to work with writers who are pretty open to it. When I first started out, working with Scott Lobdell on *Marvel Comics Presents*, he was like my mentor. We are friends, basically. It's always great to work with a friend of yours, because you can bounce ideas off of each other and the working relationship is much nicer. So of course he was open to suggestions.

Not that I ever contributed to any story ideas. I could have. It was open to that. Even when I was working with John Byrne on *Namor*, there were several instances where he came out and said, "Any ideas you have, any guest stars you want or whatever, feel free."

Do you and Lobdell ever talk about collaborating again, this time on a creator-owned project?

We've always tossed that idea around, but he's busy with the X-Men and I'm busy with *Hellshock*. Maybe someday down the road.

Was the opportunity to contribute to plots the reason you went over to Image?

I saw it as an opportunity to create something, not just a character, but the environment in which the character exists. Of course, it has to blend in with Image continuity. Within that frame, you're just creating this little world. It's like doing a movie—with, of course, a lower budget and everything. All the stoop ideas and all the characters, all these are part of you. This is what you would do if you had these powers.

Was it a tough sell to get Image to let you start your own project, instead of helping one of the founders on their books?

No, because when I was first approached by Rob Liefeld a year and a half ago, I originally had the offer to do my own book, to create my own character. At the time I didn't think I was ready. I'd been working on *Namor*. I thought it would be best just to do one of [Image's existing] books. Rob offered me *Youngblood Strikefile*, and then *WildC.A.T.s Trilogy* came along. I did that with the understanding that I [would have] my own book when I was ready to do it.

Do you think all artists have a story to tell?

I don't know. There are plenty of artists I know that are just content with concentrating on one aspect of [comic production], whether it be inking or penciling. There are those who want to do their own

Chapel (top) from *Youngblood: Strikefile*, and Zealot from *WildC.A.T.s Trilogy*.

Chapel ™ & © Rob Liefeld Inc.
Zealot ™ & © Aegis Entertainment

th ng instead of illustrating other people's stories.

Do you think writing is a tougher discipline to learn?

If you're an artist, you can certainly try to write. If you put down words, it's almost possible. It's kind of a shame that people perceive it that way. A good artist can do bad stories and no one [will] really care.

Part of the problem writers face is, since everybody uses words, they think that just by putting words down on paper, that's writing. There should be a different word to describe what writers do.

After writing my book, I've gained a whole new appreciation for writers in terms of what they must go through. Having a chance to do your own writing and your own th ng is so much fun. That's what I've been missing for the past couple of years... I'm talking like I've been working for 10 years or someth ng.

I read the background material about *Hellshock* you sent over (see sidebar). There seems to be a very religious slant.

There is, but that's not the main focal point of the story. This is the background and where the characters came from, but it's not about any particular religion.

I was wondering if you thought—given the high profile coverage comics have been getting in recent months—that this might provoke a negative reaction among some of the mainstream press.

You mean, people being offended by the content?

Yeah. People get offended by all types of things.

If you give it a chance and read it, I don't think you'll find anything offensive in it. There are things that certain characters do, but that's just the nature of the characters.

Are you religious?

I'm not religious at all. I've done research on various religions. I have this outside view of religion: [I] see people following their religions and a lot of the people thinking that their religion is the best.

Do you think that, in general, as long as we talk about religion it's fine, but as soon as you say something particular about the faith that I may have grown up with, I might get upset at that?

I think it's up to the individual. If you strongly believe in something—it doesn't have to be religion—if somebody goes against what you believe, obviously you will get a little upset. Of course, religion is subjective. Are you religious?

Actually, I'm Catholic. As a rule, that stuff doesn't bother me. It *does* bother me when people do things that are stupid.

This is not a book about religion. I don't see anything offensive in it. I'm trying to make it as realistic as possible. If a character says a prayer, it would be someth ng a real Catholic would say. It's not just something made up. In that way, I think it would be offensive to make something up. These characters should be treated as characters and individuals. Just because a person is Catholic doesn't mean they don't do anything evil or commit sins. There are a lot of people out there who... just call themselves religious. They don't necessarily follow the words of the Bible.

So you're not going to be dealing much with demons and God?

It's not about heaven and hell. Those are backdrops. A book like *Spawn* deals with hell and heaven on a general basis. My book is about these six characters—five or six, give or take. It's about their lives and their background, blended in with religious and supernatural aspects. I'm not trying to say, "This is what heaven is. This is what hell is." I'm just trying to explore the world of these particular characters.

What type of book do you see this as being?

It has many different elements. Superhero elements are definitely in there. Horror is in there. The supernatural. Even a bizarre little romance. It's a mishmash of all the genres that I love, all the aspects of movies that I like. *Blade Runner*, *Star Wars*, *Terminator*—all of my influences are in there. I can't corner it as any one particular genre.

Just last summer, a bunch of artists and writers started projects at Image and got tossed out shortly thereafter. There was a lot of fanfare in the press about these guys, and apparently some had nasty things to say about Image. How secure do you feel? After you finish the first four books, do you think they'll let you have an ongoing series?

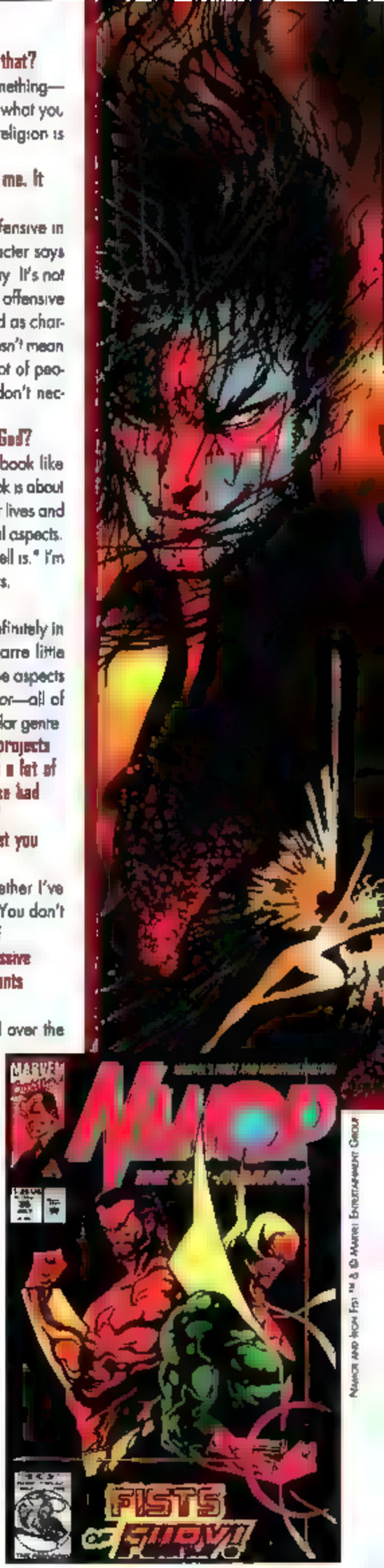
Sales will dictate that. Up until this point, it's been whether I've been on time with it, and whether the stuff has principles. You don't want to have excessive violence, nudity, that kind of stuff.

Excuse me, but it seems that Image took the path of excessive violence a while back. Is the company changing what it wants to do in its comics?

Mike Grell [in his book *Shaman's Tears*] had breasts all over the place. You don't want to do that. It's hypocritical if a guy is getting his head chopped off or heart pulled out and you're looking at it but [people] don't look twice. If you have a little nipple, they say, "Oh my God, look what they did."

If you're a 14-year-old kid and you tell your parents you're going to see an R-rated movie, and they say, "Well, is it R-rated for sex, like *Basic Instinct*?" "No, it's *Terminator*." "Oh, OK." *Terminator* is an R-rated movie, but how many kids have seen that?

I felt, when I was 12 or 13, nobody should tell me what not to watch. I thought that I thought like an adult. All these kids, when they watch this stuff, they think they're adults and they think they can handle it. I don't necessarily think that kids should be told what not to do. Maybe I'm just saying that because I'm not a parent.



Is Daniel (above) being tickled by Tinkerbell? Namor and Iron Fist (at right) don't look at all amused.

Namor and Iron Fist ™ & © Marvel Entertainment Group

Hey! Is this the real, live Daniel? And we thought he was just a comic character!

There's a lot of talk that the violence and the adult nature in today's comics calls for censorship and ratings. Are comics today too adult-oriented for kids?

Who is to judge how kids draw that line? How do you draw that line saying kids can't handle this? There is nothing different that I watch now [from] when I was 12 or 13. My understanding of it is different, but I watch all the same things.

You don't think someone's going to read a violent comic book or see a violent movie and then go out and commit a violent crime—that they're going to say, "Oh wow! Maybe I can drop a safe on somebody's head"?

If you're that susceptible—to go out and kill somebody after watching a movie—you're bound to crack up later in life. Imagine what having a nine-to-five job would do to somebody like that.

Do you think you're getting credibility because of who you are, what you're doing, and that you're working for Image? *Hellshock* is the hot new upcoming Image book.

Well, it's definitely good to have a high profile book from Image. Whether it is high profile, we'll have to see. The Image logo will certainly help in terms of people looking just to see what the new Image book is.

Is this the only thing you're doing? Are you going to be doing anything for any of the other Image studios?

No. This is it. It'll be out monthly from July through October.

How is it coming along?

Great. The first three issues are done right now. There is no way it's going to be late.

I know there's a standard policy at Image now that you've gotta have three issues in the can before you can start soliciting.

Right, just to guard against late books. So if the book is late, I'll personally go to the stores and pick up all their returnable copies. Of course, [with] all the time it will take to pick up all those comics, I'll be another month behind. Then I have to make the same rounds next month. It sort of defeats the purpose.

What do you plan to do once you've finished *Hellshock*?

I want to start the regular series.

Do you think you can maintain it as a monthly book?

If I have a head start, yeah. The hardest part of this was getting the story going. What I had to do with this book is try to get inside the minds of all the characters and get to know them well enough so that they could pretty much write their own stories.

What does *Hellshock* have to do, in your mind, to succeed as a book?

People have to really enjoy the storyline and be eager to read the next issue to see what happens to the characters.

How important are sales to you?

Sales are important, but it's also important that the people who read this book enjoy it. I'd rather have people enjoy it than buy it and put it away. I would want their reaction to [be to] the book and not [to] how well it adds to their collection.

I read somewhere that you'd become disillusioned with comics as an industry. Have you changed your tune with *Hellshock*?

I felt disenchanted because I'd seen how things work from the inside [of the industry], and it seemed like there's been a lot of bad product coming out lately. But working on *Hellshock* has helped me in a professional sense. Before I started it, I was feeling burned out and I didn't know what to do next. *Hellshock* has put things in fresher perspective for me. I feel like I'm starting all over again. ☆

Robert J. Sodaro is a freelance writer based in Connecticut. He recently determined that if only the good die young, then either he isn't as good or he isn't as young as he thought.

HELL BOY

A synopsis of Jae Lee's new series, *Hellshock*.

Constance was just 14 years old when it all began. One night, she dreamed that a heavenly angel came to her. When she awoke from her slumber, she understood that something beautiful was growing inside her. She had been impregnated by an otherworldly force.

When her very religious parents discovered this, they kicked her out of the house. Constance took refuge in a Roman Catholic convent. The mother superior there thought the "immaculate conception" to be a fabrication woven by the girl to cover her own sinfulness, but let it pass. Naturally, after a time, even Constance began to doubt the child's divine nature.

The child was born in 1972. Due to complications, Constance slipped into a coma. When she revived, she asked to see her newborn son, whom she had named Daniel. The nuns told Constance that the child had been possessed, and that it had to be exorcised and killed. Constance, horrified, prayed to be forgiven for having brought such a creature into the world and eventually became a nun. However, she never completely forgave herself, and ultimately suffered a nervous breakdown. She left the convent at the age of 35.

Constance never knew that when Daniel was born, the nuns had sequestered the child away from her, feeling she had suffered enough during the traumatic birth. The baby seemed very unusual: he never cried, his eyes seemed to glow, and one nun even thought that she had seen a bloody cross form on the baby's face.

Mother Superior began to give credence to Daniel's preternatural conception. She had a priest perform an exorcism on the child. After lying to Constance about the child's untimely demise, Mother Superior placed him in an orphanage run by the priest. Under the priest's care, Daniel grew to adolescence.

His childhood was less than idyllic. Due to his unusual heritage, the boy was privy to things that no man was ever intended to see or know. His visions of an ethereal world conflicted with the here and now of the mortal plane. These visions, brought on by his dual nature, began to obsess Daniel. Upon reaching puberty, the human half of his mind collapsed under the strain. Guided solely by animalistic instincts, he ran away, losing himself in the growing cesspool that is New York City.

Enter Officer Haight, a corrupt 47 year-old cop. Haight is a first-class screw-up who has been drunk most of his miserable life. Faced with an imminent forced retirement, he is looking to salvage what's left of his life. In many respects, he is like Daniel, totally lost and looking for a way back to life.

Currently, Haight is working on a horrific case dubbed "the Bloody Mary Killings," because all the victims have been nuns and priests. Haight needs to solve this case before he retires. Thus far, there have been six killings, but no solid clue to the killer's identity or motivation. Then Daniel happens to wind up in the wrong place at the wrong time.

Into this highly volatile mix of explosive individuals arrives Evangelista and a mysterious entity named Christianson. Evangelista, a stunningly beautiful Japanese woman, attempts to rescue Daniel from his current state of existence. Christianson's role will be revealed during the series.

—Robert J. Sodaro

July 1994
GRANT & KANE
EDGE
MALIBU COMICS

Order from Chaos

Valiant's summer "mega" adventure "The Chaos Effect" promises to present a Valiant Universe never seen before.

By Jack Curtin

Where once there was Unity, now there is Chaos.

Valiant Comics will unleash "The Chaos Effect" on its unsuspecting universe this summer. This "mega-adventure"—Valiant doesn't want anybody calling this a "crossover," for reasons explained in the sidebar—will devastate the world and dramatically affect the lives and powers of several Valiant characters. The storyline will also launch three new titles, two immediately after the story's conclusion and the other later this year, and serves as the death knell for another.

"The Chaos Effect" begins with *The Chaos Effect Alpha*, a free 16-page comic which sets up the forthcoming storyline. The adventure then weaves its way through 17 titles over a five-week period from mid-June to late July. For each of four weeks, four Valiant titles will chronicle one of four independent story arcs: Beta, Gamma, Delta, and Epsilon. Finally, in the last week, *The Chaos Effect Omega* wraps up the story and marks a major turning point for characters present and future.

As the saying goes, some will live, some will die, and some will be changed forever.

The story opens with Ivar the Timewalker running for his life. Before it's over, the entire world will be in a similar predicament. Ivar, who has always been the least disruptive—and least visible—of Valiant's three immortal brothers, finally gets his moment on center stage by precipitating the possible end of the world—not the best career move, all in all.

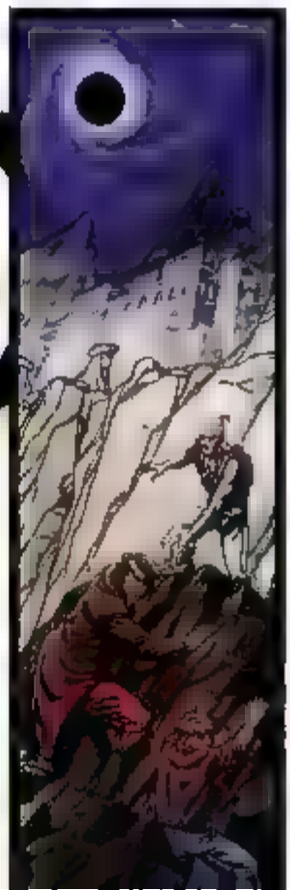
It seems that Ivar is the only survivor of a terrible battle waged at some indeterminate point in time. When he escapes through one of his time portals to the present day, untold amounts of necromantic "Darque" energy follow him through and are unleashed upon the planet, with devastating results.

The plot for "The Chaos Effect" came from Valiant Editor-in-Chief Bob Layton and was fleshed out by the entire creative team, Executive Editor Tony Bedard says. "We originally got everybody together and started thinking of a way to follow up on 'Unity,' Valiant's big 1992 summer crossover. Plans were to bring back its villain, Erica Pierce, aka Mothergod, "but it really wasn't working," Bedard says.

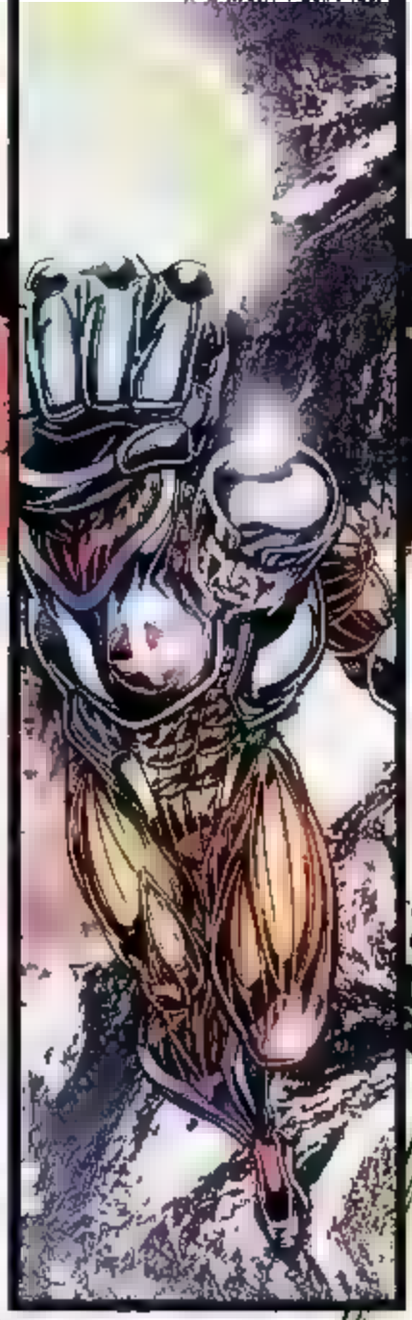
The next proposal centered around the Master Darque from the *Solar #0* "universe" surviving the aftermath of that story and coming to the Valiant Universe's future. He discovers that he was defeated by Shadowman in 1999 as *Rai #0* related, and then tries to alter history so that he wins in the end.

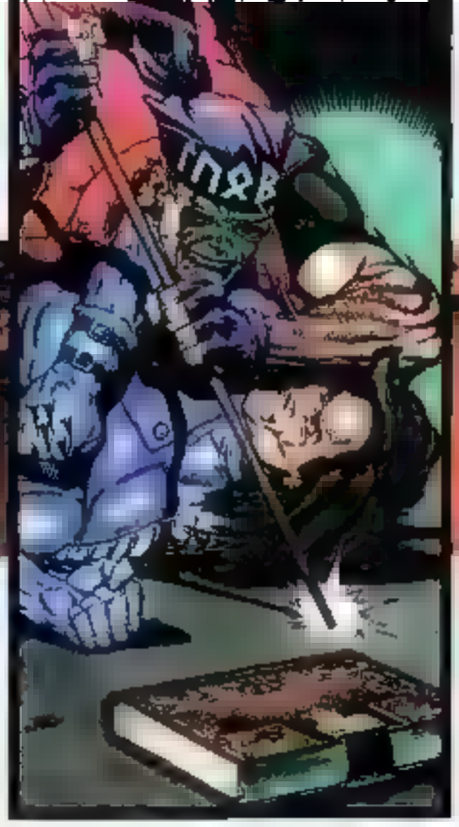
"Nobody could get very excited about that one, either," Bedard admits. "Then, when Bob offered this plot for discussion, everything clicked. This gave us just what we wanted: a worldwide event with vast repercussions, repercussions which will be felt in the Valiant Universe long after 'The Chaos Effect' is over, and which affect the lives of all our characters in different ways."

As the plot developed, Bedard says, difficult publishing decisions were made. "*Secret Weapons* has been selling reasonably well for us, but we didn't feel it was reaching the level of quality we wanted.... It didn't have a strong enough hook. So



Clockwise from upper left: Shadowman, the U.N.K.O. Corps, Archer Armstrong, Geoff, Ibis, and Torque can't avoid "The Chaos Effect."





Top, from left to right: Bloodshot, R-B, the Geomancer, and the Eternal Warrior will also be caught in the "Chaos." Shadowman and Blaster Darque (below) figure to square off!

we completely redesigned the concept of that book in #11 did the totally unexpected in #12, and now will be throwing the new team smack into the middle of the greatest disaster the world has ever seen. I think our readers are going to like it a lot

"*Archer & Armstrong* is another book that just hasn't been working in recent months, in our opinion, so we will be canceling that title with #26, which is a 'Chaos Effect' issue. That opens a slot for us to launch a new *Geomancer* title in late July And we add *Timewalker* in August as another direct follow-up to the ['Chaos Effect'] series."

Bedard reports that Valiant's new Geomancer is "a really interesting character, with a look to him that is completely different from any other hero I've seen in comics," and that the Eternal Warrior is going to be less than thrilled with him, even though Gilad, using *The Book of Geomancers*, was responsible for finding him. These events are recounted in *Eternal Warrior* #27, John Ostrander's debut as writer of that title, and *Geomancer* #1, which stars the new "grunge look" Geomancer

"We wanted to have a Geomancer that was different than before, one that doesn't need a protector like the Eternal Warrior and could fight for himself," Bedard says. "When Gilad discovers the Earth chose this pretty crooked guy to be the next Geomancer, he kinda rolls his eyes, and the two have a falling out right away "

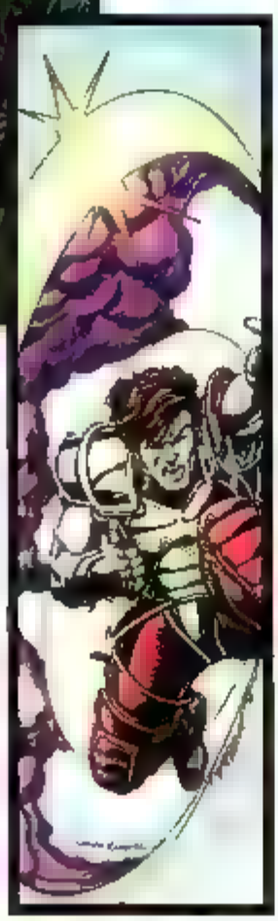
A third new title will complete Valiant's 18-title lineup later this year *The Visitor The Chaos Effect* Alpha will be highlighted by the first announced appearance of this mysterious new character "Announced" is the operative word for this event in all of Valiant's promotional literature about the Visitor, sug-

Turok, Solar, and Magnus ™ & © Western Publishing Co. Inc. All artwork and other characters ™ & © Voyager Communications Inc

gesting that he's not entirely new to the scene. There are rumors that the Visitor is actually Sting, formerly of *Harbinger*, but no one at Valiant will reveal his identity.

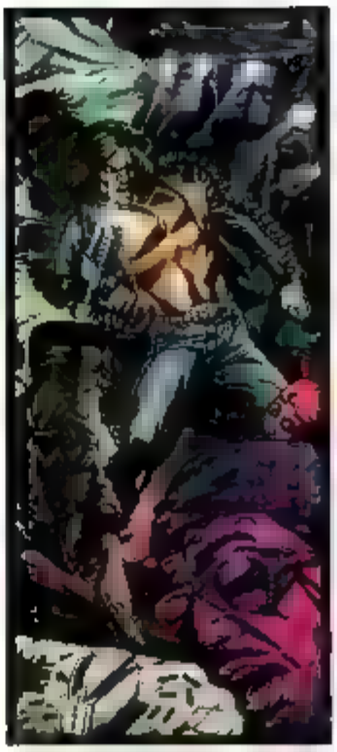
"The Visitor is being kept a big secret," Bedard says. "He's going to be a real superhero kind of guy in a way that has never been seen in the Valiant Universe before. Who and what he really is will be revealed in the course of his own title. I think it's fair to say, though, that he will be, in many ways, the most powerful [Valiant] hero of all."

The existing characters who will undergo significant changes during "The Chaos Effect" include Geoff the Geomancer (the company hints that we'll see the "ultimate" change for this star-crossed kid but is keeping things mysterious), Shadowman (who will receive new powers), Dr. Mirage (his greatest frustration will end, but will his wife be pleased about that?), and Magnus (Valiant keeps pointing out that the old Robot Fighter is "expendable" now that his son, Torque, has become the lead character in *Magnus, Robot Fighter*).



Here's a rundown on what readers can expect to see in "The Chaos Effect," garnered from Valiant promotional efforts and an interview with Bedard.

The Chaos Effect Alpha: When Ivor leaps to the present-day Temple at Ladakh in Tibet to save his life, his time portal does not close behind him as usual: a great wave of necromantic power follows the Timewalker through it. This huge surge of power has an effect similar to the electromagnetic pulse generated by a nuclear explosion, literally freezing all electrical and electronic equipment across the globe and unleashing worldwide catastrophe. Computers cease functioning, planes plunge from the sky, cities black out. All the beings who gain their powers from necromantic energy are suddenly elevated to near godhood by the influx. "And then Ivor meets the Visitor, who tells him this is the beginning of the end of everything," Bedard chuckles.



This free issue features a cover by Dan Jurgens and Jerry Ordway, a story by Layton, and art by Bernard Chang and Ordway. "We are really excited to have Dan and Jerry joining us on this project," says Bedard. "Both of them approach comics with the same aesthetic and attitude toward storytelling that we do. It's been a personal treat for me to see Jerry, who's expressed admiration for Bernard's work on *The Second Life of Doctor Mirage* in the past, inking Bernard on the two *Chaos Effect* bookend comics."

"The Chaos Effect" Beta (*Shadowman* #29, *The Second Life of Doctor Mirage* #11, *Turok, Dinosaur Hunter* #16, *Secrets of the Valiant Universe* #2): This arc, which groups Valiant's mystical and mystical-related characters, is one of the two key arcs in the storyline. "Shadowman has always been a character somewhat at the mercy of outside forces up to this point," says Bedard. "He's never really gotten a full handle on his powers, never gotten them completely under his control. Now we will see what he could ultimately become with his power in full bloom—and it's kind of frightening.

"Master Darque, on the other hand, has come to like being the world's most powerful necromancer, and he and Shadowman engage in a real knock-down battle as they both come to understand they are so powerful that they can just go at it no holds barred. Sandria Darque has some newfound power as well, and she has to decide how she will use it and with whom she will side.

"Dr. Mirage and Carmen, on the other hand, head for Ladakh, where the time portal remains open, spewing out this destructive energy, to see what they can do about it. Remember, though, that necromantic energy is what's been keeping Mirage alive. So what happens when he receives this new surge of that energy? And what will happen if he is successful in cutting it off?"

Turok has no mystical powers of his own, of course, but he is in tune with the Earth and nature. "Sandria goes to warn him of the appearance of an evil shaman who now has necromantic powers, establishing a new enemy for him to fight," Bedard explains. Meanwhile,

Clockwise from top: Turok, the Eternal Warrior, Magnus, and Dr. Mirage and Carmen. They all boogey down in "The Chaos Effect"—but, they all emerge unscathed?

the intelligence-boosting electronic brain implants in Mon-Ark's dinosaurs have short-circuited, and the dinosaurs have reverted to normal velociraptors. As for Mon-Ark himself, his fate, seen at the conclusion of May's *Turok Yearbook* #1, will keep him out of commission—and "The Chaos Effect"—for a while.

Secrets of the Valiant Universe is an ongoing irregular title, the first issue appeared with

Wizard's Beginning of the Valiant Era special edition in April. The second issue concentrates on Master Darque, who begins to think that this extraordinary disaster may lead him to aid his enemies in order to save himself. Also in this issue, Darque fights the insane Dr. Eclipse, and one will be destroyed. Which one? "Darque will play an important role in resolving 'The Chaos Effect,'" Bedard admits, but he won't reveal the victor of that particular battle. He will say that "death" does not apply to those two characters in ordinary ways.

"The Chaos Effect" Gamma (*Bloodshot* #20, *Secret Weapons* #13, *Ninjak* #8, *Archer & Armstrong* #26/*Eternal Warrior* #26): Valiant's action-adventure titles contain a loosely connected story arc that shows the impact of "The Chaos Effect" in England and sets up the final fate of Geoff the Geomancer. Bloodshot is confronted by the immortal Enemy and a new villain.

The new Secret Weapons team, still unsettled by the tragic and unexpected loss of Para-Man during its first outing, will face the devastation of the necromantic wave in a story relating to Bloodshot's adventure. In recent months, Valiant has been remarkably closed-mouthed about its plans for the *Secret Weapons* title, reportedly because the company wanted to preserve the secrets behind the team until its debut in the brown-paper-enveloped issue #11.

Ninjak finds himself battling Madame Noire, whose ability to charm men has been raised to quantum levels by the necromantic surge. Meanwhile, Archer, Armstrong, and Geoff make their way to Ladakh, where an injured Timewalker tells them of the Visitor's dire message. The Eternal Warrior remains trapped in London, battling a necromancer from the Dark Ages, and is unable to answer Geoff's desperate distress call. Although it's not listed as one of the two "must-read" story arcs, the rumors about Geoff's fate suggest that those who miss Gamma will miss the full impact of "The Chaos Effect." (Bedard says that the events in *Rai* #0, set after the "mega-adventure" and featuring Geoff, will remain inviolate.)

"The Chaos Effect" Delta (*Harbinger* #34, *Armorines* #5, *X-O Manowar* #33, *H.A.R.D. Corps* #23): This tightly plotted story arc concerns a battle in the high-tech corner of the Valiant Universe that is only peripherally involved with the main event but which will resolve the Spider Aliens menace for the foreseeable future.

"Our approach has been to try and limit the number of fantastic elements in our universe, to keep it more believable and accessible," Bedard explains, "but one result of that is that these elements are then utilized perhaps a little more frequently than they should be. The Spider Aliens have really been useful to our creators in terms of spinning out new characters and new storylines, but I think readers may be getting a little weary of them. So what we have done is bring about a spectacular resolution with a major battle in space."

It's a good thing that the battle is in space, since it's largely waged by the Armorines, H.A.R.D. Corps, and X-O, none of whom would be able to function effectively within the grasp of the Earth's electrical blackout. They all conveniently lifted off before "The Chaos Effect" struck. Toya Harada enlisted the aid of Aric and his X-O armor against the aliens, the Armorines were sent into the fray by the National Security Council, and the H.A.R.D. Corps geared up for the battle as well. Once the blackout occurs, Harada enters an isolation chamber and tries to reach out with his mind farther than he has ever attempted before, establishing himself as a sort of psionic communications link among the Earth's forces. Throughout all of this, Harada will form an alliance with his enemies, the H.A.R.D. Corps.

Meanwhile, back on Earth, the Harbinger team witnesses the results of the necromantic power surge during a cross country trip: they battle Dr. Eclipse, whose powers have been raised to godlike levels. But does this mean that Dr. Eclipse won the aforementioned fight with

Clockwise from above: X-O ventilates a bronosaur, the Harbinger kids be bop with Dr. Eclipse, and Solar is caught between Ravenus and Eclipse

Master Darque? No, Bedard says, because this story doesn't necessarily take place after *Secrets of the Valiant Universe* #2.

"The Chaos Effect" Epsilon (*Solar, Man of the Atom* #38, *Psi-Lords* #3, *Rai* #26, *Magnus, Robot Fighter* #41): Valiant's four science fiction titles feature the second story arc that must be read in order to fully appreciate "The Chaos Effect." When Phil Seleski (Solar) awakens in 1994 to find himself literally dissipating, he sends a call for help throughout time and space—a call that reaches Solar the Destroyer, the physical embodiment of Seleski's more destructive persona, in 4020.

Determined to save his other half regardless of the cost, the Destroyer heads back to Earth, smashing through the Psi-Lords, Magnus, and Rai on his way to Ladakh. A massive battle ensues, in the midst of which Takashi, the villainous son of the original Rai, makes his own bid for power. "He does something really sick and shocking," says Bedard. "I think it is one of the more unsettling things we've yet seen in comics." In the end, Bedard says ominously, "Magnus is called upon to make a major sacrifice in order to try and save present-day Earth."

The Chaos Effect Omega: This is the second bookend issue in the "Chaos Effect" storyline. Chaos, it turns out, is no more absolute than time; the unnatural disaster is finally brought to an end in this issue, although its effects will be felt throughout the Valiant Universe for months to come. "We will be trying to deal with this global catastrophe in a realistic way," says Bedard. "We will see the aftereffects of a major event like this in several different titles." In many ways, he says, "The Chaos Effect" is "worse" than "Unity" because it happens in the real world—everyone on Earth experiences it. The consequences for Geoff, Magnus, Archer, Armstrong, and Dr. Mirage will become clear before this climactic battle concludes.

"The really cool thing about 'The Chaos Effect,'" sums up Bedard, "is that not only is it a good story—one that readers will enjoy and remember—but we come out of it with several major changes and alterations in the Valiant Universe, and even get to tie up some loose ends from 'Unity.' When the dust settles, the new Geomancer is very different from

While Shadowman (left) has his own problems, the Armorines and X-O (above) are off to squash Spider Queens.

anyone who has held that role before, and because of that, the Eternal Warrior is free, after 5,000 years, to pursue his own destiny, which will give us a whole different take on that character. Ivar will have become a major player, with his own title. Shadowman has a better grasp of his powers, the Visitor has been officially introduced into the Valiant Universe, and Dr. Mirage is, well, more substantial," he laughs.

Valiant is supporting "The Chaos Effect" with header cards, counter dumps, flyers, and checklist cards for readers, to be included in both distributor catalogs and *Chaos Effect* Alpha. Says Bedard, "We have every confidence that this effort is going to please all our existing fans and create a lot of new ones." ☆

Jack Curtin is a Philadelphia-based freelance writer. He has a lifelong commitment to chaos—just look at his desk.

WHEN IS A CROSSOVER NOT A CROSSOVER?

Why, when it's a mega-adventure, of course!

The folks at Valiant would like to make one thing perfectly clear: "The Chaos Effect" is not a "crossover."

It is an "interactive event." A "mega-adventure," if you will. But it is most definitely not a "crossover." Got it? Good.

Here's the scoop:

"The Chaos Effect" is presented in 18 comics: two bookends plus a series of four weekly four-issue story arcs. It's really necessary to read only the bookends and the first and last story arcs, Beta and Epsilon, to get the full story; the other two four-issue arcs are standalone (albeit related) stories about how various characters deal with the cataclysmic events set in motion in "The Chaos Effect."

Valiant even reworked its shipping schedule to group [illegible] into loosely arranged categories: mystical, action-[illegible]ure, [illegible], and science fiction. [illegible] the main story, [illegible]ver. Simple as that.

There's [illegible]

"When we [illegible] a few months back to try and come up with [illegible] event for the summer," Executive Editor Tony [illegible] we wanted to be sure that we developed [illegible] everyone felt good about and was comfortable [illegible] this to be just another marketing [illegible] Crossovers have gotten a [illegible] a lot of fans in recent times, and after [illegible] mate," Valiant's joint crossover with Image Comics, half of which shipped late, "well, we [illegible] sure that we did this right, and that people understood we were doing something of value here. [Editor] Bob Layton came up with the term 'mega-[illegible]' and that seems to say it just right."

"This is definitely not a marketing ploy," stresses Vice President of Marketing Marty Stever. "The [illegible] element in the marketing of any comic is that you must start out with a good story. I think we've got that covered. This is a tight, well-written story that is a lot of fun. A lot of times when people hear there are going to be several different books involved in a storyline, they immediately figure it's some sort of scam. We want our readers to feel that we are being very aboveboard here."

It's been a long and winding road since 1992's "Unity," the major, company-wide crossover that occurred at the peak of Valiant's meteoric rise in the comics market. The tightly interwoven storylines and relationships developed under founding editor Jim Shooter attracted both readers and speculators—the latter a short-term benefit, admittedly, but a benefit nonetheless to a young company trying to gain a sale foothold—and made "Unity" one of the hot projects of '92. Shooter's unfriendly departure shortly thereafter began a perceived period of creative stagnation for the company, along with rumors of financial difficulties and slipping sales after the speculators [illegible] out of the comic market en masse last summer.

Valiant spokespeople [illegible] "The Chaos Effect" and [illegible] Valiant [illegible] help rectify communications with their readers about quality issues in a few [illegible] but that overall, the line is as solid editorially as it ever [illegible]. The company responded to [illegible] tions by [illegible] every publisher has [illegible] sales dropped [illegible] last summer, and [illegible] market share significantly [illegible] "Co[illegible] Report [illegible] monthly magazine for [illegible] distributors Inc., shows Valiant [illegible] about 6.5 percent of the [illegible] sent in unit sales, [illegible] had approximately [illegible]

But Valiant's [illegible] for the [illegible] forthrightness, [illegible] entertainment [illegible] right to acquire [illegible] [illegible]

THE COUNTDOWN'S BEGUN

ZERO HOUR

The man who killed Superman® will be appearing on the comic book show to end all comic book shows. Dan Jurgens guest hosts a comic book extravaganza on QVC® showcasing this writer/artist extraordinaire and many autographed, limited-edition comic books. Highlights include Superman® merchandise and Zero Hour: Crisis In Time™ comic books signed by Dan Jurgens. Check your local cable listings. All times EDT.

Monday, July 25th
7-9 p.m.

QVC®

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CONTEST

Chaos Effect Clean-Up!

Those zany folks over at Valiant, best known for their tight continuity and highly ordered universe, are plunging their cosmos into chaos, and while their heroes are busy dealing with the crisis, there's bound to be plenty of looting. With that in mind, Valiant and Wizard Press have teamed up to make sure everyone gets a fair shake at winning some of that loot. Here's what you can steal away with:

Grand Prize (One winner)
A framed original page of Bob Layton art from "The Chaos Effect" mega-adventure!

Second Prize (20 winners)
A *Chaos Effect* bound edition signed by Bob Layton!

Third Prize (25 winners)
An *X-O Manowar* #28 (the death of Shanhara) signed by writer Jorge González!

Fourth Prize (25 winners)
A *Secret Weapons* #11 (the debut of the new Secret Weapons team) signed by writer Maurice Fontenot!

Fifth Prize (25 winners)
An *Armorines* #1 signed by writer Jorge González and artist Jim Calafiore!

THAT'S WHAT YOU CAN WIN, AND HERE'S HOW YOU CAN WIN IT. ANSWER THE FIVE "CHAOS EFFECT" TRIVIA QUESTIONS BELOW, TAKE THE DARKENED LETTERS, SHUFFLE 'EM AROUND A BIT, AND TRY TO DECIPHER THE CHAOS CODE. (C'MON, THIS IS PRETTY SIMPLE. WE USED TO RUN THIS TYPE OF CONTEST ALL THE TIME.)

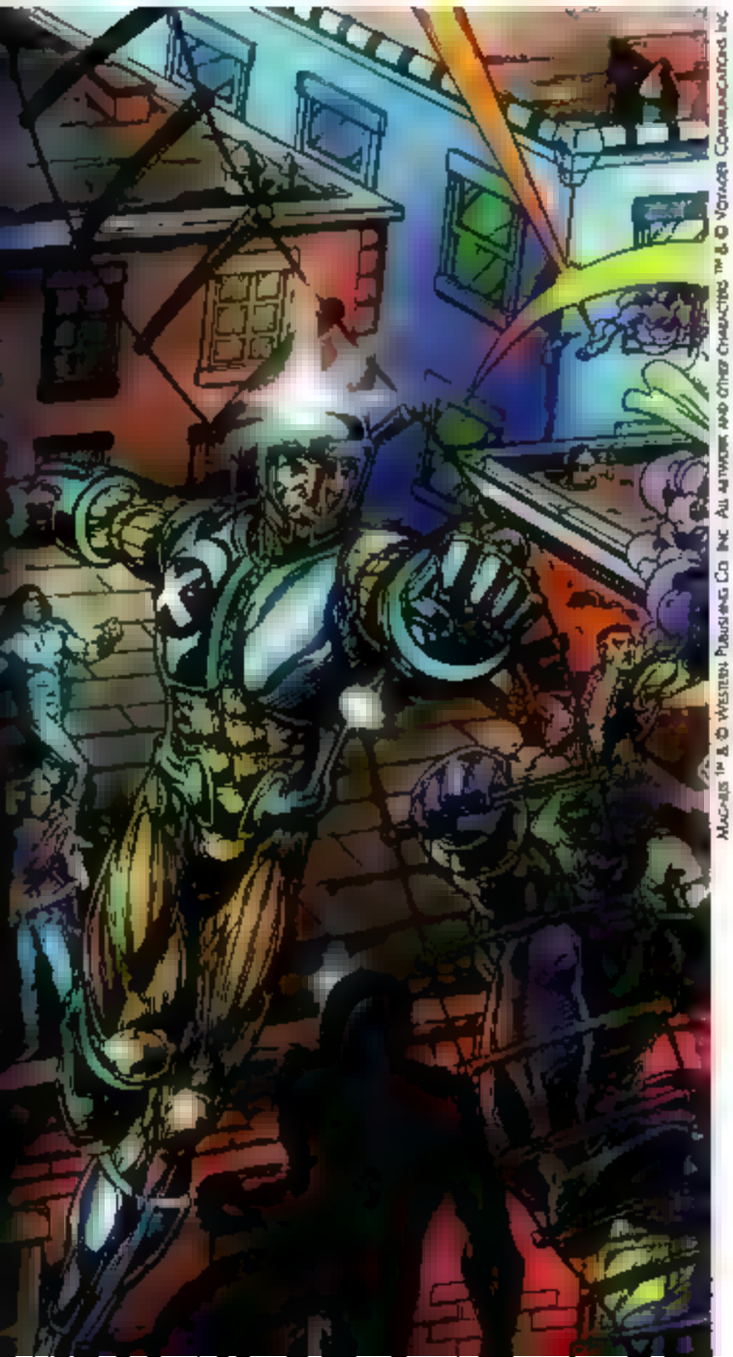
1. Where are Archer and Armstrong stranded after "The Chaos Effect"?

2. Who took Solar the Destroyer's breastplate from the future to present-day Ladakh at the end of "The Chaos Effect"?

3. Who brought Archer, Armstrong, Geoff, Dr. Mirage, and Carmen to Ladakh?

4. Which member of the H.A.R.D. Corps is possessed by Toyo Harada?

5. Where were the Psi-Lords on their way to when their communications jammed?



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ONCE YOU'VE FIGURED OUT THE ANSWERS TO ALL THE "CHAOS EFFECT" TRIVIA QUESTIONS AND DECIPHERED THE CHAOS CODE, FILL OUT THE CHAOS EFFECT ENTRY FORM BELOW, STUFF IT IN A STAMPED ENVELOPE, AND MAIL IT TO:

Chaos Effect Contest
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Better start shufflin'—this has gotta get to Wizard Press by August 8, 1994!

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Voyager Communications, their immediate families, and that jerk Ivor. Watch where you're going, yo wingnut. This Chaos Effect thing is all his fault. Print your name, age, address, city, state, zip code, telephone number with area code, and the Chaos Code on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to Chaos Effect Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Hmmm, I wonder if Jim Shooter's gonna enter. **All entries must be received at contest headquarters by August 8, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winners will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 9, 1994 by Wizard Press.

For a list of winners, available after August 31, 1994, send a stamped, self-addressed envelope to Chaos Effect Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep reading Wizard!

CONTEST

Chaos Effect Entry Form

I am:

NAME (PLEASE PRINT CLEARLY) _____ AGE

HOME ADDRESS

CITY _____ STATE ZIP

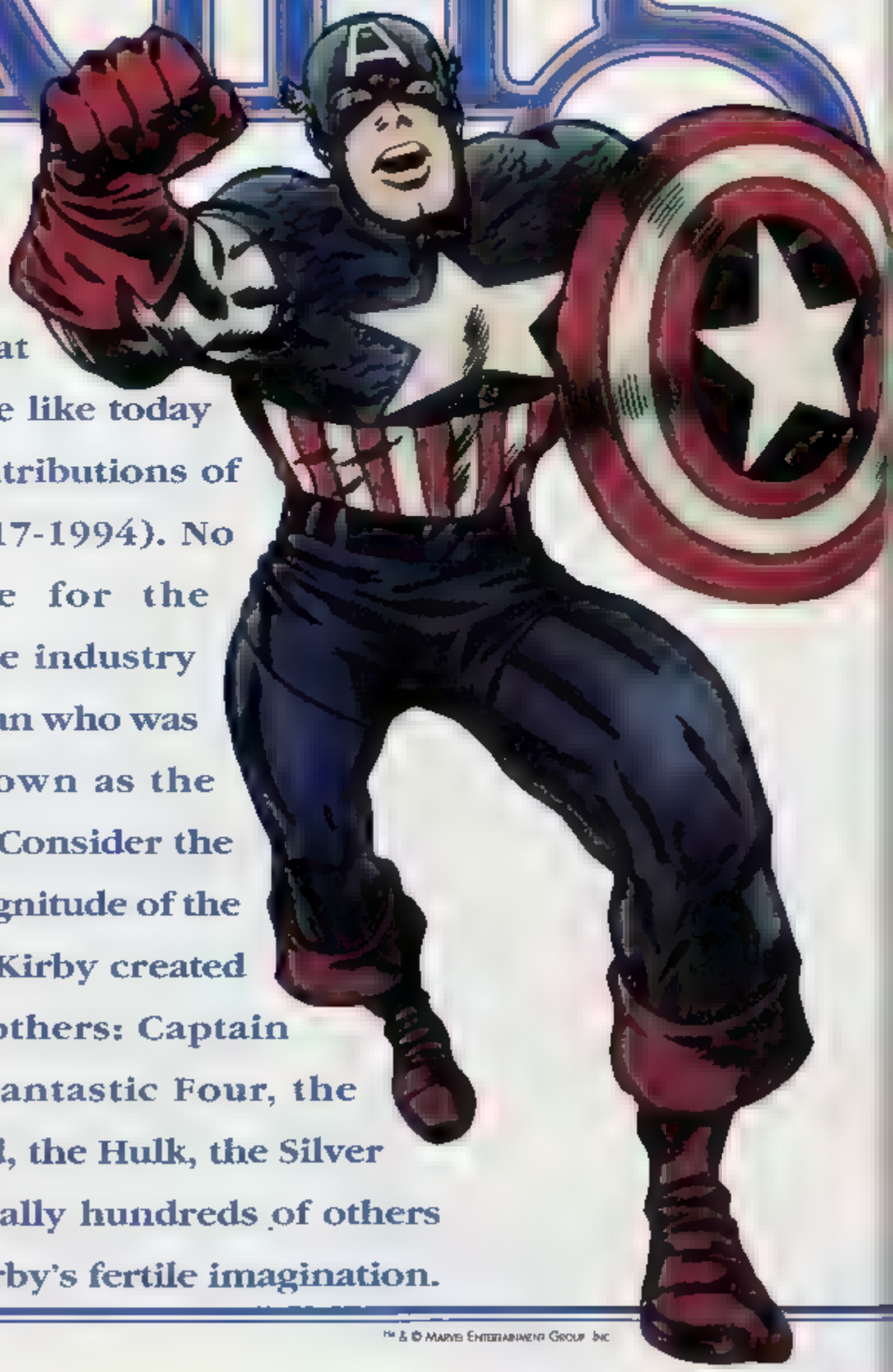
PHONE (DON'T FORGET YOUR AREA CODE)

Chaos Code:

The King

A look at the life and career of Jack "King" Kirby.

By William A. Christensen and Mark Seifert



It's hard to imagine what comics would be like today without the contributions of Jack Kirby (1917-1994). No one did more for the medium and the industry itself than the man who was deservedly known as the king of comics. Consider the number and magnitude of the characters that Kirby created alone or with others: Captain America, the Fantastic Four, the X-Men, Darkseid, the Hulk, the Silver Surfer, and literally hundreds of others sprung from Kirby's fertile imagination.

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Photo: Al Ortega

But these characters are just part of his influence on the comics medium. Kirby's contribution to the art of comic storytelling itself cannot be ignored. His narrative ability imbued his work with an almost cinematic quality. Early in his career, Kirby popularized the full-page and double-page spreads that are so common in comics today. But it is probably his dynamic drawing style itself that has had the most profound impact on comic art. The sheer power of Kirby's drawings has inspired many, if not most, comic artists since. Without any doubt, Jack Kirby is the single most important creator in the history of American comic books.

Kirby drew this cover for **Champion Comics** *#8 in 1940.*

™ & © Harvey Publications, Inc.

The Formative Years

Kirby was born Jacob Kurtzberg on August 28, 1917, in New York City. He developed a taste for adventure at an early age, in part because of his frenetic surroundings. "I was a very active kid and it was an active environment," Kirby recalled in an interview conducted shortly before his death in February. "It was on the lower east side of New York, and what I mean by active is that anything could happen. There was usually a fight—some guy would come up from the next block and you would fight. If you knocked him out, you and the guys would lay him out near his mother's door and vice versa. There were a lot of street fights, but we never used weapons of any kind, just our fists."

Young Jacob's thirst for adventure soon translated into a love of science fiction and motion pictures. "I loved science fiction in general, and I still enjoy it to this day," Kirby remembered. "I have always been a filmgoer, and I would see a picture maybe two or three times. My mother used to have to come to the theater and take me out. They made very, very good movies at that time, and I enjoyed them all."

His drawing skills and imagination were also evident early on. As a young boy, he began to study how-to-draw books he found at the library. He was to attend the Pratt Institute in New York City for formal training, but those plans fell prey to the Great Depression when his father lost his job and the family could no longer afford the tuition.

One of Kirby's early jobs was drawing the "in-betweens" on **Popeye** *at Max Fleischer Studios. Kirby's frames (shown in pink) went in between key movements, giving the cartoon its fluid movement.*

Popeye ™ & © Max Fleischer Studio.

Undaunted, Kirby continued to draw. He joined the Boys Brotherhood Republic, an organization that taught young men responsibility. "It had its own paper, and I was the artist on [the] newspaper," Kirby said. *K's Konceptions*, his regular strip for the *BBR Reporter*, was the 16-year-old's first brush with publishing.

In 1935 Kirby got the chance to refine his drawing skills when he went to work at Max Fleischer's animation studio. As an in-betweener on cartoons like *Popeye* and *Betty Boop*, it was his job to draw characters "in between" their key actions, thereby simulating fluid motions. This tedious, repetitive task helped Kirby develop the polish and speed for which he would later become noted.

The skills he cultivated there served him well in his next job at Lincoln Newspaper Features, which produced and distributed comic strips and other features for subscribing newspapers. Kirby's work in this company included contributions to short-lived strips such as *The Black Buccaneer*, *Detective Riley*, and *Socko the Sea Dog* as well as to one-panel editorial cartoons. With this experience in hand, Kirby made an easy transition to the fledgling comic book industry.

The Pre-Simon Years

In 1937 Samuel Maxwell Iger and Will Eisner formed a studio and began furnishing finished material to the booming comic book publishing field. One of their early jobs was to put together the oversized *Jumbo Comics* for the new Fiction House Magazines. Strips entitled *The Count of Monte Cristo* and *Wilton of the West*, which appeared in September 1938's *Jumbo Comics #1*, were Kirby's first published comic book work.

Opposite: Perhaps the creation most associated with Jack Kirby, this Captain America figure leaped from the cover of* Captain America *#100, his second solo series.

The early issues of Fox's **Blue Bolt** *were the first comic book collaborations of Simon and Kirby.*

™ & © Novelty Publications

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Red Raven *was Kirby's first work for Timely Comics, the company that would later become Marvel.*

At about this time, the impact of DC's Superman character was being felt throughout the industry. "It was well conceived, well drawn, and we admired the people who produced it," Kirby said. Indeed, Superman was admired so much that he soon inspired legions of other superheroes. By 1939, the Golden Age of comics was in full swing. As publishers sprang up to take advantage of the boom, the field was wide open for aspiring comic artists.

"I began to go up to the [various] offices and leave samples of my work, and I began to sell my work that way," Kirby said. He soon landed a job at Fox Features Syndicate, which produced both newspaper strips and comic books. Kirby worked on the *Blue Beetle* newspaper strip there in 1940, his first experience with a costumed superhero.

The Simon and Kirby Team

It was at Fox that Kirby met his future partner, Joe Simon. Two years Kirby's elder, Simon had started his comic book career at art packaging studio Funnies Inc., where editor Lloyd Jacquet and artists Bill Everett, Carl Burgos, and others created comics for publishers much the same way that the Eisner/Iger studio did. Funnies Inc. produced comics for publishers such as Timely Comics, which became Marvel Comics, and Curtis Publishing Co., which also published the *Saturday Evening Post*. At Fox, Simon created characters like the Fiery Mask for Marvel and the Blue Bolt for Curtis's comic imprint, Novelty Press. He became Marvel's first editor in 1939.

But Simon continued to freelance for other publishers, including Fox Features, where he met Kirby. To ease his considerable workload, Simon recruited Kirby's help, and *Blue Bolt* #2, cover dated July 1940, became their first collaboration. The two quickly developed a unique partnership, with each able to handle any of the various aspects of producing a comic story as needed. "We both collaborated closely on stories and art," Kirby revealed. "I would pencil and ink, Joe would pencil and ink, and we did whatever we had to do to get things done."

Around this time, Jacob Kurtzberg adopted the name Jack Kirby. Simon speculated that the artist first started signing his work Kirby because he didn't want Fox to know that he was freelancing. The creator later legally changed his name to Kirby.

Kirby and Simon began to freelance for other publishers, including Fawcett Comics, where they produced the first issue of *Captain Marvel Adventures* and contributed to *Wow* #1. At about this time, they also began their association with Marvel Comics. Their first work at Marvel was the production of *Red Raven Comics* #1. Although Kirby didn't have a hand in the creation of Red Raven's story, the second story featured the mythological speedster Mercury and was Kirby's first work for Marvel. He and Simon went on to create features for *Marvel Mystery Comics*.

Rising feelings of patriotism prompted by the threat of Nazism in Europe inspired Simon and Kirby to create Captain America in late 1940. Kirby asserted that Captain America was the obvious response to the climate of the times. "We developed Captain America because that was the general feeling at the time," he said. "We couldn't do anything else. If you had to come up with something, it would have had to have been a character like Captain America. The times were very turbulent, very patriotic, and it was a time to be an American. So in the world of comic art, we had to develop characters like Captain America. It was a natural thing to do."

™ & © DC Comics

™ & © DC Comics

One of Simon and Kirby's first assignments was to work on **Adventure Comics**, *revamping characters such as the original Sandman (above) and Manhunter (at right).*

It was also a wild success from the very beginning. The Captain premiered in *Captain America Comics* #1, cover dated March 1941, and immediately made an impression on the American consciousness. From the cover of that issue, which showed Cap socking Hitler on the jaw, to the patriotic costume and shield, the character struck a chord with an American public ready for war. The finishing touch was one of comics's most memorable villains. "The Red Skull was kind of a showpiece," Kirby said. "We needed a Nazi spy who had to be spectacular in some way, so Joe and I conjured up the Red Skull, and he was an immediate hit. The readers—they loved to see him in the stories."

The pair had been contracted to produce only 10 issues of *Captain America*. In the meantime, Simon, the duo's businessman, had gotten them a better deal from National Periodical Publications, which later became DC. They completed their 10 *Captain America* issues and created the Young Allies for Marvel before heading for the home of Superman and Batman.

But rather than working on DC's heavy hitters, Simon and Kirby's first job was to revamp the original Sandman, who had a regular feature in *Adventure Comics*. The character, which had been created with a very Shadowish cloak and hat, had been given a pair of yellow-and-purple superhero tights just before Simon and Kirby's arrival. The duo completed his evolution from pulp magazine-inspired character to comic book superhero. While he had formerly put crooks to sleep with doses of sleeping gas, he now did so mainly with his fists. The Simon and Kirby Sandman premiered in *Adventure Comics* #72 (March 1942).

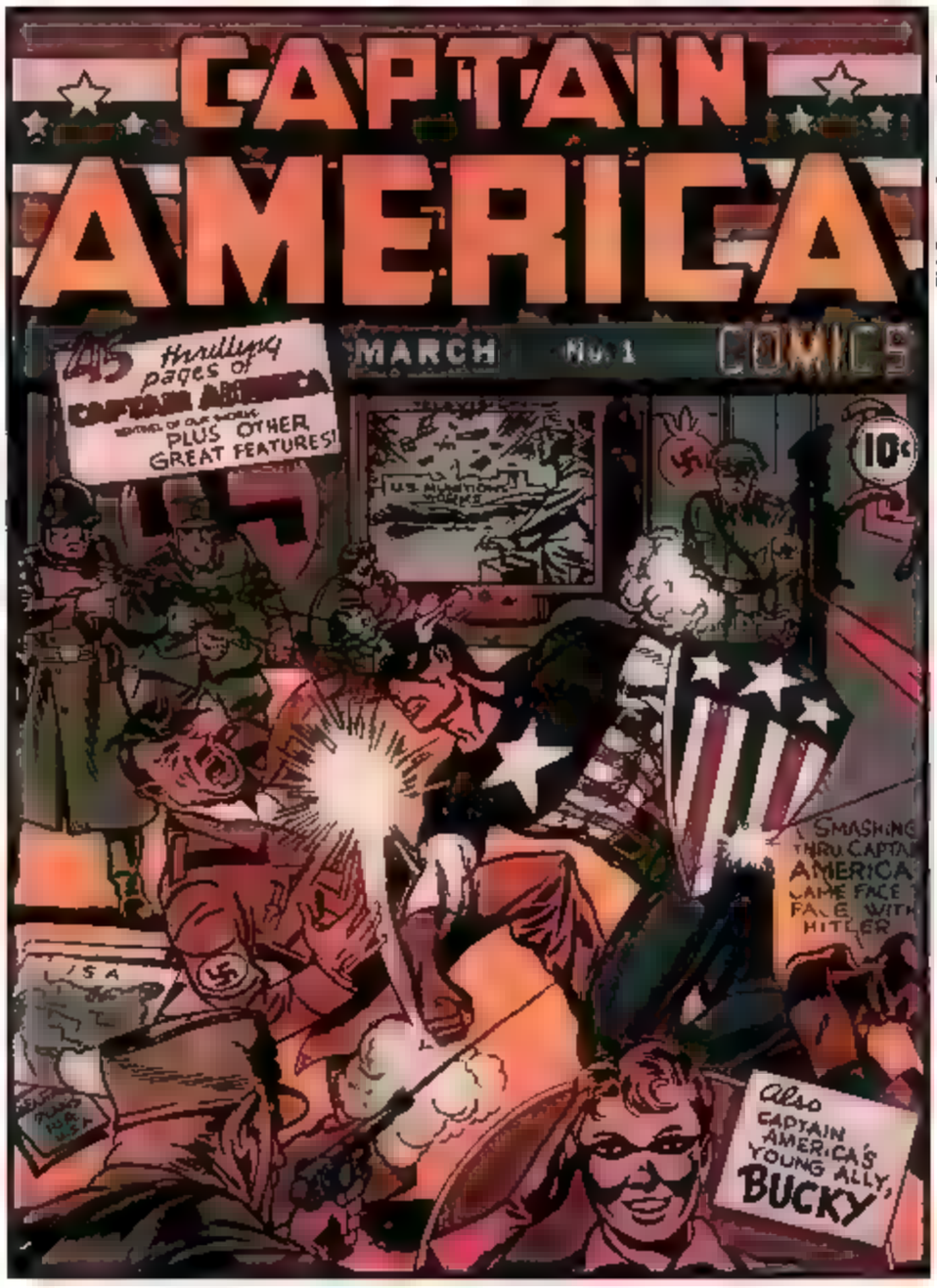
In the next issue of *Adventure Comics*, the pair revamped a rather plain adventure feature called *Paul Kirk, Manhunter*. Manhunter also became a costumed superhero fighting criminals in exotic locales all over the world.

Next, the two returned to the kid gang concept that they had originated at Marvel with the Young Allies. Their first DC kid gang, the Newsboy Legion, made its debut in *Star Spangled Comics* #7 (April 1942). This group of crime-fighting kids was aided by a shield-carrying hero named the Guardian, who was really policeman Jim Harper in disguise. With the Newsboy Legion, Simon and Kirby perfected the kid gang concept that would serve them so well during their collaboration.

"The kid gang comics were a natural part of my life, and it was something I knew very well," Kirby explained. "What I did was take the kids from my environment and put them into strips. There was always one tough kid in every strip, and that kid would be modeled on myself." Simon and Kirby combined their successful kid gang formula with the war comics genre to create the Boy Commandos in 1942. The Commandos premiered in *Detective Comics* #64 and became popular enough to receive their own series that same winter.

Over the next two years, Simon and Kirby continued to prosper at DC. However, their careers were interrupted by the United States's entry into World War II, during which both served in the army. Before leaving for the battlefield, they raced to build up a backlog of stories that could be used while they were gone, as did their war-bound colleagues. After the war, Simon and Kirby returned to do a small amount of work for DC on familiar titles like *Adventure* and *Star Spangled Comics*, but then began to concentrate on an abortive line of titles for Harvey Comics.

Kirby and Simon "developed Captain America because that was the general feeling at the time," Kirby said. "The times were very turbulent, very patriotic, and it was a time to be an American.... It was a natural thing to do."



™ & © Marvel Entertainment Group, Inc.

Captain America Comics ***was Kirby and Simon's patriotic response to the world events of the day. The comic debuted a year before the United States even entered World War II. Note the pointed shield and exposed neck and face on the Captain's costume; except for those details, it has remained nearly unchanged for over 50 years!***

The line, which included *Stuntman* and *Boy Explorers*, never really got off the ground because of distribution problems.

The superhero genre was on the decline by this point in the late '40s, but the resilient duo labored to change with the times. They tried their hand at crime comics such as Prize Publications's *Headline Comics* and *Justice Traps the Guilty* and even children's humor comics like *Punch & Judy Comics* for Hillman Periodicals. The Simon and Kirby magic came back into focus when they created the romance comic genre with *Young Romance* #1 for Prize in 1947. *Young Romance* became extremely successful over the next few years, spawning several imitators.

With the groundbreaking success of *Young Romance* under their belts, the duo went on to produce a number of other successful books in the post-Golden Age era of the early 1950s. Those books included *Boys' Ranch*, another variation on the kid gang theme for Harvey, and Prize Publications's *Black Magic*, a horror comic that took advantage of the rising popularity of that genre. Simon and Kirby's output was incredibly eclectic during this period, including everything from Prize's *Fighting American*, a parody of their own Captain America, to Prize's bizarre *Strange World of Your Dreams*, which used dreams as the basis for its stories.

Kirby credited the incredible range of his storytelling abilities to his parents. "I was raised in an atmosphere of strong storytelling, a variety storytelling," he said. "My parents came from Europe, and all the European legends came here with them. The European legends were just wonderful to learn about, and my mother was a storyteller. She left that impression with me, and I love it. I love to tell stories just like my mother did, and that is what I became: I'm a storyteller."

Apparently, printers and distributors agreed, because in 1954, Kirby and his partner cut deals with professionals in both trades that allowed them to create their own publishing company, Mainline Comics. Mainline's modest output included the western title *Bulls-Eye* and the war comic *Foxhole*. Unfortunately, Fredric Wertham and his anticomic psychoanalytic study, *Seduction of the Innocent*, had already caused a public backlash against comics by this time, and most small publishers, including Mainline, were forced out of the business in the mid-1950s.

While many of their contemporaries fell on hard times during this era, the legendary Simon and Kirby had little problem finding work, producing mainly romance comics. But in 1956, when Simon accepted an editorial position at Harvey, Kirby decided to move on, quietly bringing their partnership of 16 years to an end.

Monsters and More

After going solo, Kirby dabbled in supernatural and western comics for Marvel and briefly returned to comic strips. He finally ended up back at DC in late 1956, where his monster and mystery efforts on titles like *House of Mystery* and *My Greatest Adventure* peaked with the creation of the Challengers of the Unknown in *Showcase* #6 (February 1957). Survivors of a horrible plane crash, the Challengers decided that they were living on borrowed time and dedicated themselves to facing unknown dangers, including various monsters.

When Kirby jumped to Marvel the next year, he decided to make monsters the star of the show. *Strange Worlds* #1 (December 1958) contained both Kirby's first Marvel monster work and his first joint effort with Stan Lee. In collaboration with Lee, Kirby produced comics featuring bizarre monsters for titles such as *Tales to Astonish*, *Tales of Suspense*, and *Journey into Mystery*.

Born in 1922, Lee had begun working at Marvel in 1939 during Simon and Kirby's brief tenure there. In fact, Lee's first published comic work was a text piece in *Captain America* #3. He became Marvel's editor in 1941 after Simon and Kirby left for DC, and remained with the company through the lean years of the mid-1950s.

Like many comics of the '50s, the underlying theme of the monster stories was that of tech-

Monsters like Taboo, Grottu, Sporr, and Fin Fang Foom (above), not to mention the occasional Martian (below), were Marvel mainstays before superheroes became popular again in the '60s.

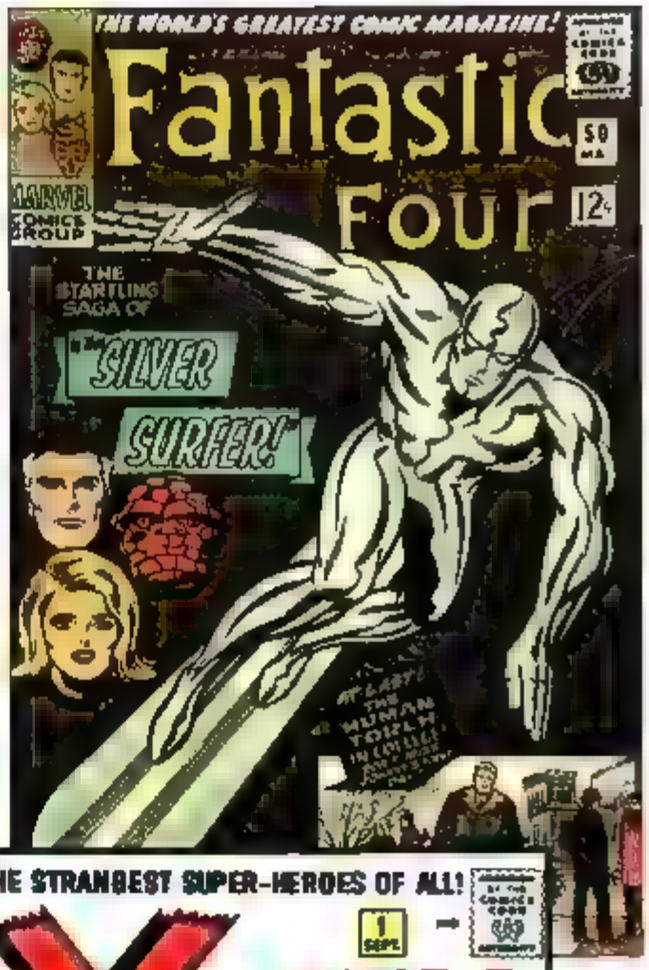
Where Monsters Dwell ™ & © Marvel Entertainment Group, Inc.

"The monster phenomenon got started primarily just because people were concerned about science. People were concerned about radiation and what would happen to animals and people who were exposed to that kind of thing." —Jack Kirby

™ & © Marvel Entertainment Group, Inc.

nology out of control. "The monster phenomenon got started primarily just because people were concerned about science," Kirby recalled. "People were concerned about radiation and what would happen to animals and people who were exposed to that kind of th ng."

Those pressing concerns translated into great entertainment, though, and the monsters became immensely popular for a brief time. "I guess one of the most popular would be Fin Fang Foom," Kirby recalled. "The kids liked him and I enjoyed doing him. I loved their reaction."



The Marvel Age

It was Kirby's rapport with his fans that allowed him to be so successful during the Silver Age. While other characters lived in a restrictive, two-dimensional world, Kirby's creations seemed to live in the same world as the readers, and had many of the same problems.

While continuing to work on the Marvel monster titles, he also began to handle the westerns, such as *Kid Colt Outlaw*, *Two-Gun Kid*, and *Rawhide Kid*. However, it soon became apparent that the comic book market was chang ng yet again. "Superheroes to me were always the right thing to do," Kirby said, and he was ready when they came back.

He returned to superheroes in the Silver Age by way of a brief reunion with former partner Joe Simon in 1959 on Archie's *Double Life of Private Strong* and *Adventures of the Fly*. *Private Strong* revived Archie's Golden Age hero the Shield, although this Shield had little in common with his predecessor other than his name and a patriotic viewpoint. As the title suggests, Strong was both a soldier and the superhero who had superspeed, the ability to project bolts of energy, and a grab bag of assorted other powers. The Fly, like the yet-to-be-created Spider-Man, had the abilities and proportional strength of his insect counterpart, including superstrength, the ability to walk on walls, and flight. Kirby did two issues of each series.

He next tested the superhero waters at Marvel with a prototype or tryout character called Dr. Droom. Although he didn't wear a costume, Droom was a mystical hero very much in the Dr. Strange mold. He possessed typical supernatural powers such as levitation, telepathy, telekinesis, and mind control. Droom's tales were buried among the monster stories in *Amazing Adventures* (vol. 1), where he lasted from issue #1 (June 1961) until issue #6. In the meantime, Kirby was asked to start work on a superhero team comic for Marvel.

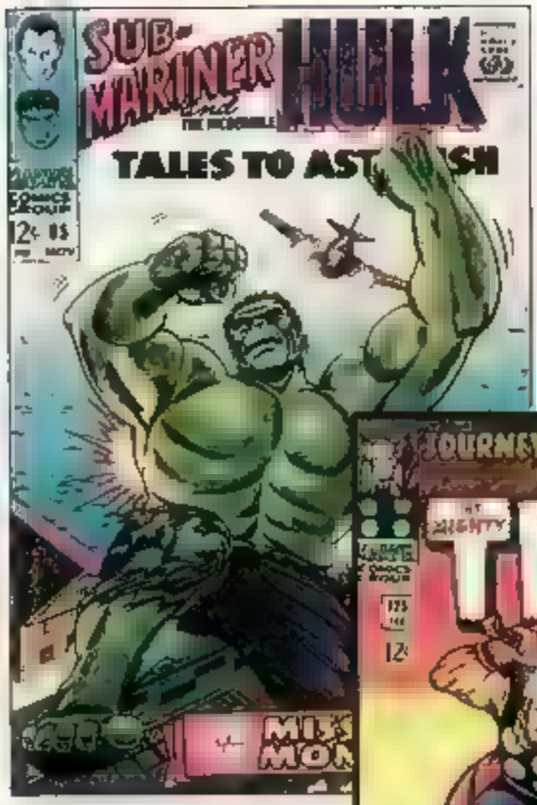
Martin Goodman, Marvel's publisher at the time, had learned that his rivals at DC were having phenomenal success with their new *Justice League of America* title, so he asked his crew to put out a team book as well. After getting the word from Goodman, Lee wrote a two-page outline for the first issue of the new title and gave it to Kirby. Kirby turned that outline into *Fantastic Four* #1, a stunning variation on the concept he had developed for the Challengers of the Unknown.

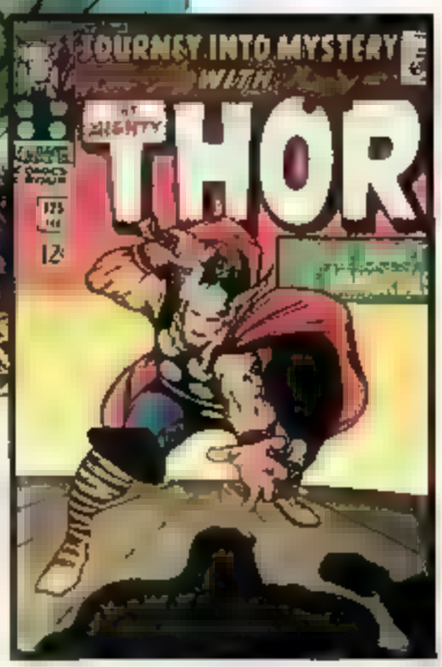
In their attempt to "beat the commies" in the space race, Reed Richards, his pilot buddy Ben Grimm, Reed's fiancée Sue Storm, and Sue's kid brother Johnny took off in an experimental rocket bound for the moon. But the ship was inadequately shielded against the Van Allen radiation belt that circled the Earth, and the quartet crash-landed back on Earth to discover that they had gained fantastic powers.

X-MEN AND FANTASTIC FOUR ™ & © MARVEL ENTERTAINMENT GROUP, INC.

Although they were like the Challengers in some ways, the now-famous team introduced in *Fantastic Four* #1 in November 1961 was in other ways unlike any superhero team ever seen. They argued with each other as much as they fought evil. They worried about paying their bills as much as they worried about defeating the bad guys. In other words, they were basically human.

Fantastic Four, originally bimonthly, went monthly with issue #7. In the meantime, Lee and Kirby had brought back the Golden Age Marvel character the Sub-Mariner and created one of Marvel's most famous villains, Dr. Doom. The title started receiving fan mail shortly after the first issue hit the stands, something that was almost without precedent at Marvel. In addition to praising the





Kirby helped Marvel create a universe of heroes, which made Marvel the industry giant.

Lee/Kirby team much of the mail asked when they were going to start doing more superheroes.

Kirby and Lee soon answered their fans' pleas with a comic book universe, creating heroes with superhuman abilities and human failings. They followed up *Fantastic Four* with *The Incredible Hulk* in May 1962. Like the members of the FF, the Hulk was a radiation-created superhero with plenty of human shortcomings.

Next, monster comics were converted into superhero titles. At the same time he was designing the cover of *Amazing Fantasy #15*, the debut of Spider-Man, Kirby teamed with Lee to create Thor for *Journey into Mystery #83* (both issues were cover dated August 1962). In the monster title *Tales to Astonish*, Lee and Kirby simply chose a character—Hank Pym, the diminutive Ant-Man—who had appeared in the series earlier that year and gave him a costume. *Tales of Suspense* became the last monster book to fall, succumbing to the power of Iron Man in March 1963. By this time, all of the Marvel monster comics of the late '50s had either been transformed into superhero books or canceled.

And Kirby and Lee continued to pour it on. Kirby was doing eight to 10 Marvel comics per month by 1963; he and Lee added the new titles *Sgt. Fury and His Howling Commandos*, *Avengers*, and *X-Men* to the ranks that year. Through the remainder of 1963 and the beginning of 1964, the foundation of the Marvel Universe fell into place.

It was a universe unlike any ever seen. Marvel had flirted with inter-book continuity in the Golden Age with numerous Human Torch/Sub-Mariner battles, but in the new Marvel Universe, you knew that what the Incredible Hulk did in his comic last month would have an effect on the Fantastic Four, and vice versa. This level of consistency between multiple comics was unprecedented. At the heart of it all were Kirby and Lee, seeming more like chroniclers of tales they had seen on the way into the office than comic book creators.

In 1965, with the Marvel Universe running smoothly, Kirby evidently turned his attention to changing his art style. Devices now known as "Kirby machines"—massive, angular, complex-looking machines that exuded importance yet had no discernible function—began appearing in Mr. Fantastic's lab, Dr. Doom's castle, and other locales. Flying vehicles, once basic cone-nosed and fin-tailed rockets, became exotically shaped ships bristling with ominous-looking contraptions. At the same time, Kirby's human figures took on the massive, indestructible quality that became his trademark. He also experimented with photographic collages during this period.

These shifts seem to be a prelude to Kirby's interest in exploring more cosmically oriented subjects, which he investigated throughout the remainder of his career. He first experimented with new comic mythologies in *Fantastic Four #48*, which introduced the Silver Surfer and Galactus. "Galactus in actuality is a sort of god," Kirby explained. "He is beyond reproach, beyond anyone's opinion. In a way, he is a kind of a Zeus, who fathered Hercules. He is his own legend, and of course, he and the Silver Surfer are sort of modern legends, and they are designed to be that way." Thereafter, both *Fantastic Four* and *Thor* took on a cosmic quality that had not been present in any comics before. Kirby was creating new gods to explain the mysteries of the universe, surely heady stuff for his readers in the mid-'60s, or even today, for that matter.

Kirby was at his finest in the Silver Age while chronicling these cosmic epics, in which he strove to interweave the gods of the past with his own mythology. Thor and Hercules would fight side by side with (or against) Galactus, the High Evolutionary, or the Celestials. Kirby finished out his tenure at Marvel on *Fantastic Four*, *Thor*, and *Captain America*.

Kirby left Marvel to create DC's Fourth World. The books, including New Gods (right), lost popularity quickly, but great villains such as Darkseid (left) endured.

The Fourth World and Yonder

In 1970, then DC publisher Carmine Infantino made Kirby an unprecedented offer giving him complete creative control over his work. Kirby took over the struggling *Superman's Pal Jimmy Olsen* with issue #133. *Jimmy Olsen* and three titles of Kirby's creation, *Forever People*, *Mister Miracle* and *New Gods*, became the basis of the Fourth World Saga. Fourth World characters included Darkseid, Lightray and the many other denizens of Apokolips and New Genesis.

"I felt that we ourselves were without a mythology. Even the Saxons had their own mythology and I thought that there was a new mythology needed for our times," Kirby explained. "So I created that. Darkseid and Orion [are like] Zeus and Hercules, a father and son. And it has been that way with all mythology."

The four Fourth World titles chronicled that saga in novellike form, creating a complexity that was unfortunately far beyond what comic readers were accustomed to. As a result, most of the Fourth World saga was discontinued after less than a year. Eighteen and 16 issues, respectively, of *Mister Miracle* and the separate but similarly themed *Demon* were printed under Kirby's tenure. Kirby then turned to apocalyptic themes with the postnuclear world of *Kamandi* and the far future of *OMAC*. He finished out his time at DC with his new version of the Sandman, whose series lasted six issues.

Returning to Marvel in late 1975, Kirby handled a variety of assignments, including *Captain America* and *The Invaders*, and embarked on another attempt at a new mythology with *The Eternals*. Revisiting his previous themes, *The Eternals* combined the mythical characters and themes of the past with characters of the future, namely the race-judging Celestials. In addition to exploring mythology, Kirby seemed intent on creating new and different kinds of characters at this point in his career. He rounded out his final stint at Marvel by creating the offbeat Devil Dinosaur and Machine Man.

In late 1978, Kirby retired from full-time duty as a comic book creator and turned his talent toward animation. He worked on conceptual drawings for the *Fantastic Four* and *Herbie the Robot* animated television series. Although the show failed to generate any major following, Kirby remained in animation until 1987, contributing to the designs of *Thundarr the Barbarian*, *Mr. T*, *Plastic Man*, *Rambo*, *Chuck Norris*, and *Laser Tag* for Ruby/Spears Productions.

After the advent of creator-owned properties in comics, Kirby continued to produce new characters. He was at the forefront of the creator-owned movement in 1981-83 with his *Captain Victory and the Galactic Rangers* and *Silver Star*, published by Pacific Comics. However, Kirby's style was not as widely accepted as it once had been, and both titles were canceled in early 1984 due to low sales.

But Kirby proceeded to push for creator rights on another front: he attempted to obtain pages of his original comic art from Marvel. His quest led to a much-publicized public furor involving not only the pages of art but the particulars of the creation of the Marvel Universe itself. Kirby eventually received nearly 2,000 of his pages from Marvel in 1987 after signing a release form stating that he had no claim to the copyright of the material contained in the pages. Unfortunately, it's believed that most of the estimated 13,000 pages Kirby drew for Marvel during his career were lost or destroyed over the years.

Such distractions did nothing to diminish the creator's enthusiasm for comics. Kirby continued to take an active role in the industry he helped create. He got the chance to create new characters and explore mythology in his final works. Topps Comics launched its "Kirbyverse" in 1993 with the four-issue *Secret City Saga* mini-series, starring such Kirby characters as Night Glider, Bombast and Captain Glory. The Kirbyverse was conceived to be chronicled by others inspired by Kirby's vision. Currently, Topps is launching the five-issue *Victory*, a mini-series heralding the return of Captain Victory, who hasn't seen print since his Pacific title was canceled. *Victory* will lead into an all-new *Captain Victory* monthly and *The Ninth Men*, starring Night Glider and company.

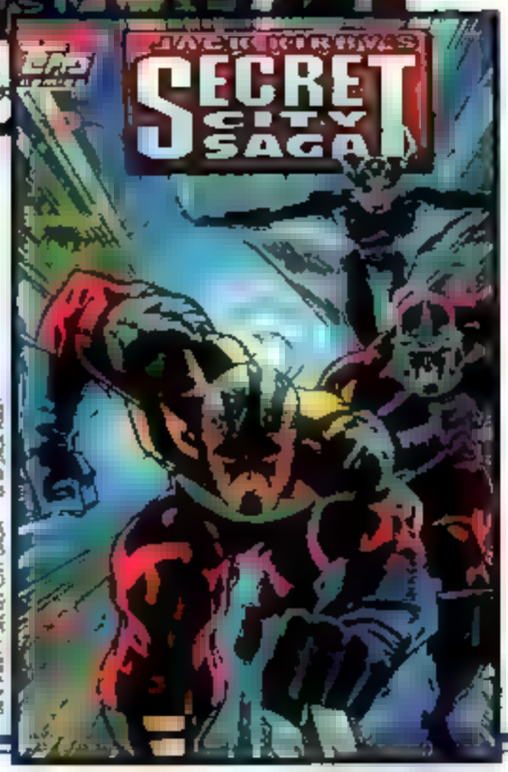
In this year's *Phantom Force*, published by both Image Comics and Genesis West, Kirby once again had free reign with his creations. Combining the sagas of rank-and-file superheroes with his more cosmic concepts, Kirby weaved a tapestry that went beyond the domain of superhero comics into the realm of a new mythology.

Kirby died in his Thousand Oaks, Calif., home of heart failure on February 6, 1994. He was 76. His death was not just the passing of a single man; it was the passing of an era. ★

William A. Christensen and Mark Seifert are freelance writers based in Champaign, Ill.

An invaluable reference for this article was* The Art of Jack Kirby *by Ray Wyman Jr., published in 1992 by the Blue Rose Press of Orange, Calif. It is the quintessential book for any Kirby enthusiast and is highly recommended.

Kirby's work in recent years included* Phantom Force *published by Image (below) and Genesis West, and the "Kirbyverse" be created for Topps Comics (at bottom).



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SPIDER-MAN
BEGINNING
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GREATEST
FACE-OFF
OF ALL
TIME!
Web of Spider-Man # 117
Spider-Man # 51
Amazing Spider-Man # 394
Spectacular Spider-Man # 217
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FROM Comic TO Cartridge

Acclaim programs Maximum Carnage for maximum excitement

Comic book publisher Marvel and video game manufacturer Acclaim meet regularly to speak about developing games based on Marvel characters or storylines. One day, Marvel mentioned "Maximum Carnage," a crossover starring Spider-Man, Venom, and Carnage.

"As soon as the three of us heard it," says Vice President of Creative and Product Development Paul Samulski, one of Acclaim's representatives at the meeting, "we realized we had to come back and say, 'This has got to be the next Marvel [game] from Acclaim.'"

The companies had worked together on several games before, so they were quick to get down to business. Once the formal agreement was signed, Acclaim began working on several ideas for the game. These were shown to Marvel, and one was selected for development.

"We've done other Marvel storylines before, so from the start we knew that we wanted to keep to the storyline pretty closely," says game producer Mark Fitman, who was also at the initial meeting with Marvel. "But we also have to keep in mind that people are going to play the game. It's more important to have fun than keep strictly to the storyline."

What they came up with was a mix of action and plot that captured the flavor of "Maximum Carnage." It's not a blow-by-blow retelling, however; subplots or character development that didn't pertain to action, such as Mary Jane's quandary about smoking, were left out because they just didn't fit into the game. "Unless we're doing a role-playing game, we really have to cut to the chase," Samulski explains.

After getting Marvel's approval of the treatment, Acclaim began to design the characters. This is one of the most important parts in turning a comic book into a video game. Marvel won't sanction game characters unless they look, act, and move perfectly like the original comic characters. More importantly, gamers and comic book fans won't feel

SPIDER-MAN, CARNAGE, VENOM, AND ALL RELATED CHARACTERS TM & © MARVEL ENTERTAINMENT GROUP

they're seeing and playing the real characters.

Flitman says his designers do an excellent job of getting the look and feel of the characters down because, quite simply, they're huge comics fans. He says he's walked in on more than one argument between his designers over which superhero could beat which in a fight, or when a hero should be allowed to do something out of character.

"We have a number of designers here who probably know more about Marvel than they do about Acclaim," Samulski confirms. "We've got some guys here that are like walking history books of Marvel."

Another reason Acclaim can incorporate the subtleties of comic book characters and settings into the play mechanics of its games is the ready supply of information from Marvel, including a copy of each comic Marvel publishes. The designers are also privy to story scripts, character descriptions, artwork, and just about anything else the publisher has on file. At one point, Marvel even sent over the floor plans to the Fantastic Four headquarters, which Spider-Man and Venom visit during the game, because the designers wanted to make sure the building's layout was accurate.

At the beginning of the project, Acclaim's designers often worked from written scripts because none of the "Maximum Carnage" artwork had even been started. Samulski says that the scripts gave the design team valuable, often surprising, insights into how comics are created. "You got a chance to see how much of it actually changes as [the comic creators] get into it," he says. "A lot of it is made up as they go along and [is] constantly changed. We also tried to work off that in the game."

The designers occasionally visited Marvel to see how the comics were progressing. Sometimes they came away with extra information [illegible] in the game. [illegible] at one time when they [illegible] the board that they were doing the inking on. Samulski says. "They took the boards down and Xerxed them for us."

[illegible]

[illegible] or answer questions.

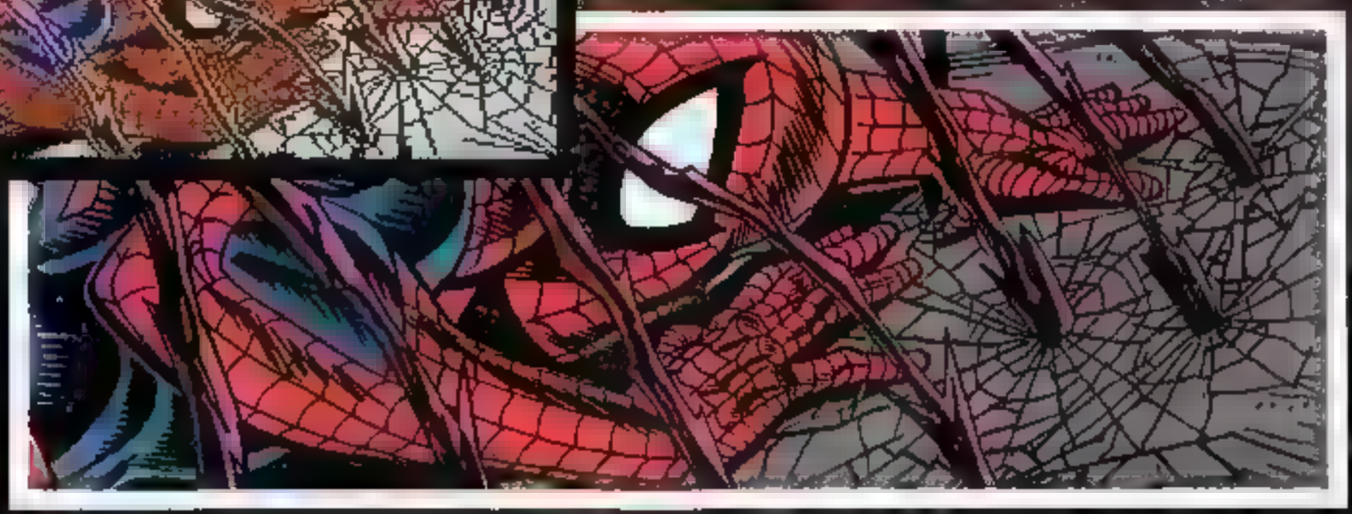
[illegible]

[illegible] video game at one time, including [illegible] musicians, writers, and programmers. [illegible] contracted the job out to Manchester, [illegible]-based Software Creations.

[illegible] involved programming [illegible] when playing it endlessly to see [illegible] Samulski says a 10-minute [illegible] at Marvel often turned into [illegible] of play time as everyone in the room took a turn at the controls.

[illegible] representatives [illegible] the characters' [illegible] subtle tricks and moves from the comic. Even [illegible] was important [illegible] designers had Spider-Man [illegible]

Some panels from the comics were animated for the game. Look how close this screen (below) is to the panel from *Web of Spider-Man* #101 (at bottom).



during a scene. Marvel suggested it would be more accurate if he were hanging upside down. The change was made.

The end result was a game that really had the feel of "Maximum Carnage," Flitman says. A player can choose to play either Venom or Spider-Man, depending on his or her temperament. "Venom, across the board, is a little more brutal, while Spider-Man is more agile," he explains. "Spider-Man may web someone and detain them, while Venom may shoot his symbiote out, pull someone in, and pound them. Every move, I would say, has a little difference. On a certain level, you get into their heads."

The game also features cameo appearances by several other Marvel characters, such as the Black Cat, Dagger, Firestar, Iron Fist, Deathlok, Morbius, and Captain America. The villains are straight out of the "Maximum Carnage" storyline and include Carnage, Doppelganger, Carrion, Shriek, and Demogoblin, as well as their friends and associates.

The non-player characters are controlled by a complex artificial intelligence (AI). The characters are "nothing until you give them their intelligence, and the intelligence you give them has to be in line with the intelligence they have as Marvel characters," Samulski notes. "You have to understand those characters to be able to go in and create intelligence for them."

The AI governs not only how the bad guys attack but also how the good guys react to the character you're playing. For instance, Flitman explains, when a character appears to lend the hero a hand, if you're playing Venom, they'll tend to hit the bad guys harder and act more aggressively. If you're Spider-Man, they'll help you subdue the villains without using excessive force.

To help move the story along, Acclaim included narrative scenes between levels to reveal key plot points to the player. For *Maximum Carnage*, the company decided to stay away from the traditional still scenes that most comic book-based games use because, as Samulski says, "That's kind of a yawn."

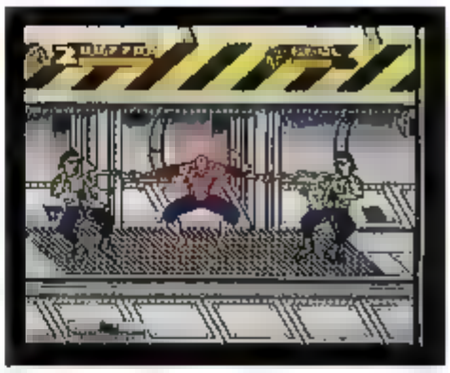
Instead, Acclaim took still frames from the comic and animated them. If a comic book showed Venom sitting atop a car and pounding its roof, the game would show Venom's arms actually moving up and down as they rained one blow after another upon the car. Each narrative scene ends in a still shot taken directly from the book. "It's a little more interesting because you can see it coming together," Samulski says. "At the end of the sequence, you get to see the frame in its entirety as it ended up in the comic book."

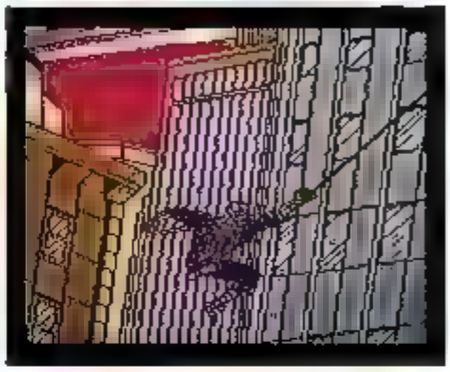
Once all of these elements came together, Acclaim created a "beta copy" of the game for testing and approval. A "beta" is basically a finished game that still has a few bugs in it. *Maximum Carnage* hit the beta stage in May, and Samulski expected to receive final approval on it that same month. Once approval has been given and the bugs removed, the game will be ready for production.

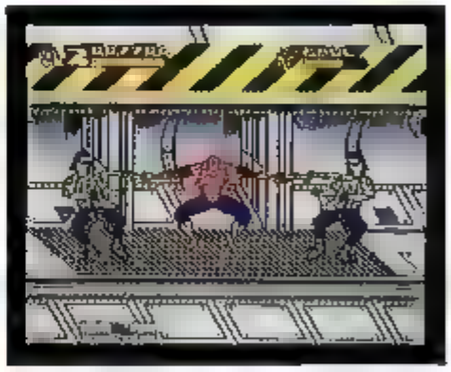
Transforming the "Maximum Carnage" storyline from a video game treatment to beta status took just over a year, Samulski says. Like most games, it took a lot of work to create—but it was also a lot of fun. ☆

Craig E. Engler is a freelance writer based in Basking Ridge, N.J. He'd do anything to meet Tori Amos, even write an article for Wizard

Here's a taste of what the game will feature: great action and animated panels direct from the books! How kickin' is this stuff gonna look and sound runnin' around on a TV screen?!?







CONTEST

Win the Image Universe!

THOUSANDS OF COMICS! MILLIONS OF DOLLARS! YEARS OF READING! NONE OF THAT HAS ANYTHING TO DO WITH THIS CONTEST! IT SURE GOT YOUR ATTENTION, THOUGH, AND SINCE YOU'VE READ THIS FAR, YOU MIGHT AS WELL FINISH. Y'SEE, IN THIS HERE CONTEST, ONE LUCKY COMIC FAN WILL WIN THE ENTIRE IMAGE UNIVERSE! READ ON, BIG GUY...

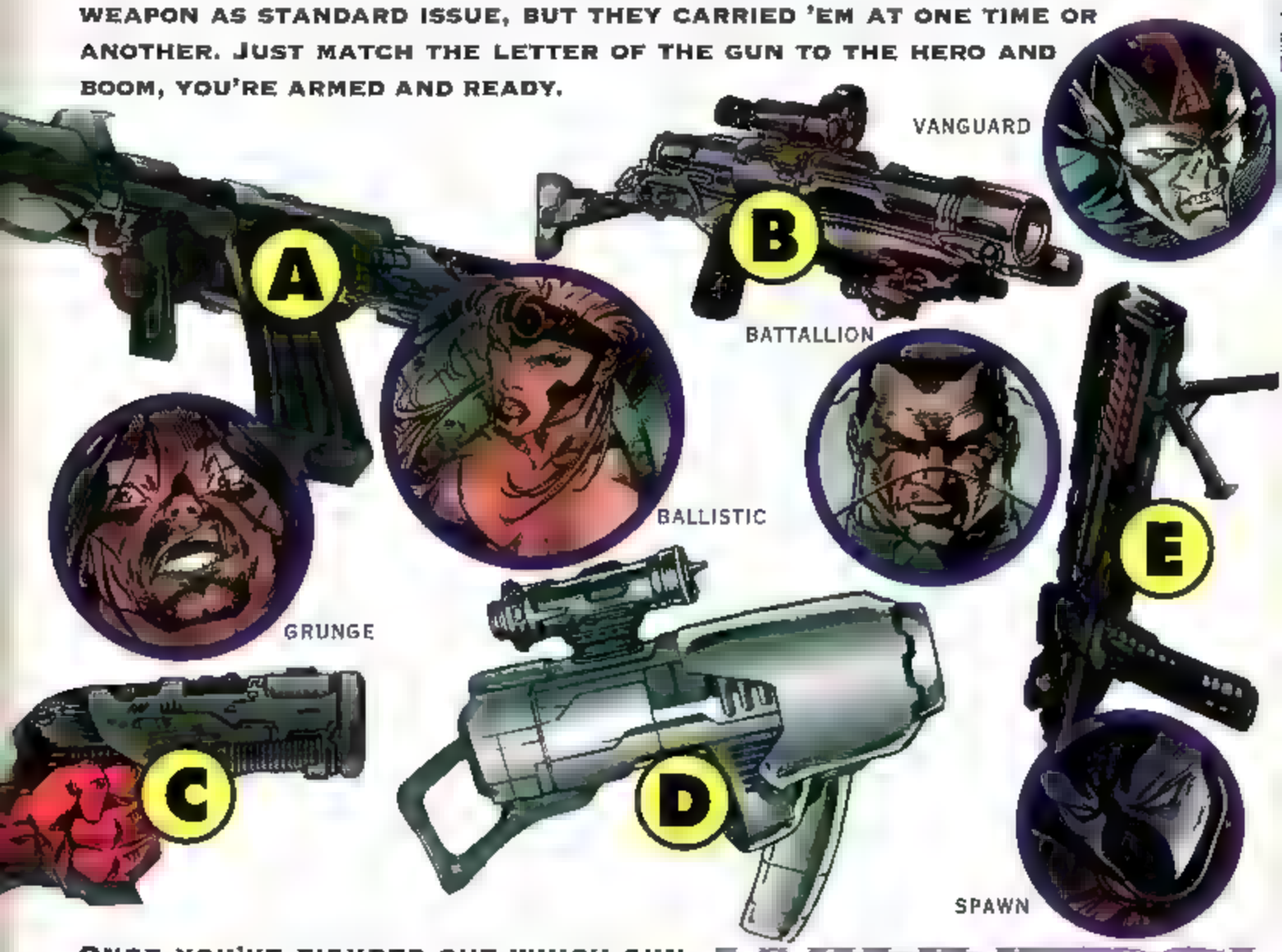
Grand Prize (One winner)

One winner walks away with the entire Image Universe, from *Youngblood* #1 to *Spawn/Batman* and every regularly released comic in between! That means you can win:

Batman/Spawn, *Bloodstrike* #1-#9; *Brigade* (mini-series) #1-#4 & #1A (gold foil), *Brigade* (series) #0-#8; *Codename: Stryke Force* #1-#3; *Cyberforce* (mini-series) #0-#4; *Cyberforce* (series) #1-#3; *Darker Image* #1, #1A (black and white), and #1B (gold), *Deathblow* #1-#4; *Deathmate: Prologue, Black, Yellow, Blue, Red,* and *Epilogue* as well as all *Deathmate* gold editions; *Extreme* #0 & #0A; *Extreme Tour Book* #1 & #1C (gold); *Freak Force* #1-#4, *Gen*[13] #1-#2, *Image* #0; *Images of Shadowhawk* #1-#3; *Kindred* #1; *The Maxx* #1-#7 & #1A (glow in the dark); *Newmen* #1, *1963* #1-#6 & #1A (gold); *The Pact* #1; *Phantom Force* #1; *Pitt* #1-#4 & #1A (gold); *Prophet* #1-#4 & #4A (Platt cover); *Savage Dragon* (mini-series) #1-#3; *Savage Dragon* TPB, *Savage Dragon vs. the Savage Megaton Man* #1 & #1A (gold); *Savage Dragon* (series) #1-#9; *Shadowhawk* #1-#4 & #1B (newsstand); *Shadowhawk II* #1-#4, *Shadowhawk III* #1-#4 & #1A (gold); *Shaman's Tears* #1-#2; *Spawn* #1-#18; *Spawn/Batman*, *Splitting Image* #1-#2, *StormWatch* #0-#9, *Sourcebook* #1, and *Yearbook* #1; *Stupid* #1; *SuperPatriot* #1-#4, *Supreme* #1-#11 & #1A (gold); *Team Youngblood* #1 #8; *Trencher* #1 #4; *Tribe* #1 & #1A (ivory); *Troll* #1; *Union* #1-#4; *Vanguard* #1-#6; *WildC.A.T.s* #1-#9, #1A (gold), #2B (no prism cover), #4A (red-foil *Wizard* card), *Sourcebook* #1, *Special* #1, *Trilogy* #1-#3, and *Yearbook* #1; *WildStar: Sky Zero* #1-#4 & #1A (gold); *Youngblood* #0-#4 & #0B (gold); and *Youngblood Strikefile* #1-#4, #1A (gold), and *Yearbook* #1

And hey, just for nostalgia's sake, we'll throw in *WetWorks* #1, too.

THE ONLY WAY TO WIN ALL THIS NEAT STUFF IS TO MATCH THE FIREARMS PICTURED BELOW WITH THEIR RESPECTIVE OWNERS. THE CHARACTERS MAY NOT CARRY THE WEAPON AS STANDARD ISSUE, BUT THEY CARRIED 'EM AT ONE TIME OR ANOTHER. JUST MATCH THE LETTER OF THE GUN TO THE HERO AND BOOM, YOU'RE ARMED AND READY.



ONCE YOU'VE FIGURED OUT WHICH GUN BELONGS TO WHOM, FILL OUT THE OFFICIAL IMAGE CONTEST ENTRY FORM BELOW AND SEND THE WHOLE THING OFF TO:

Image Contest
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Better start searchin'—this has gotta get where it's goin' by August 8, 1994!

The Fine Print

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Image Comics, their immediate families, and everybody who complained about Image #0 being late. Print your name, age, address, city, state, zip code, telephone number with area code, and the names of the heroes who wield guns A, B, C, D, and E on the official entry form, a three-by-five-inch index card, or a standard postcard. Enter as many times as you like. Mail each entry to Image Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winner and are not transferable. If any regularly released back published by Image Comics after *Youngblood #1* and before April 6, 1994, that was not included in the list of prizes above is discovered within six months of the winner's receipt of the prizes, that book will be made available to the contest winner. After the six-month period has expired, Wizard Press will not contribute any further prizes to the contest winner. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Anyone know why you drive on a parkway and park in a driveway? **All entries must be received at contest headquarters by August 8, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 9, 1994, by Wizard Press.

For the name of the winner, available after August 31, 1994, send a stamped, self-addressed envelope to Image Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep reading Wizard!

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WINNERS!

A hearty congratulations to **Linda Moore** of Huntington Beach, California, the grand prize winner of *Wizard #33*'s Catwoman Contest, as well as the 75 other winners!

Answers: 54 kitties (53 black cats, plus the cat on the bottle in the trash can.)

CONTEST

Image Contest

NAME (PLEASE PRINT CLEARLY) AGE

HOME ADDRESS

CITY STATE ZIP

PHONE (DON'T FORGET YOUR AREA CODE)

GUN A BELONGS TO:

GUN B BELONGS TO:

GUN C BELONGS TO:

GUN D BELONGS TO:

GUN E BELONGS TO:

TOYING AROUND

WITH SEAN AUNE

SPAWN SKINNY

Here it is, my third time around at Toying Around, and already there's more than I can keep up with. Try to follow along as I touch upon several subjects this month.

First up is the latest on the Spawn toys from Todd McFarlane Productions. It seems that all the major toy chains have picked up on the new line, along with all the minor ones. Unfortunately, this may lead to some allocating of product when it's finally shipped, which means that retailers will be limited to certain amounts of product. This could result in the figures being hard to get in certain places.

All of the figures mentioned in *Wizard* #33 are still on schedule for a September or October release, including Spawn, Medieval Spawn, Overkill, the Clown, and Tremor. The Spawnmobile, Violator Monster Rig, and Spawn Alley Playset are also still on schedule. There are more figures planned for the future, but information about who they are is being kept quiet for now.

Each Spawn toy will come with a 16-page full-size comic book about the character, thing, or place upon which the toy is based. All the books will have McFarlane covers and will be written by newcomer Eldon Aspe. Flint Henry will draw the comics for the Violator and his Monster Rig, Brad Gorby will pencil the comics that accompany Spawn and Medieval Spawn, and John Cleary will illustrate the comic packaged with the Violator Demon. As I find out more, I'll pass on the details.

In other Spawn-related news, the Mattel Hot Wheels Spawnmobile has been released and looks to be a Wal-Mart exclusive. Rumor has it that every Wal-Mart received only 10 of these cool-looking little die-cast cars. Each one comes packaged with an issue of the regular *Spawn* comic book series. (Issues tend to vary.)

While I come from the school of thought that says, "Play with the toys!," I have to say that this has the potential to be a very hot collectible and moneymaker. The Spawnmobile will have sizable appeal for several different groups, including Hot Wheels completists, comic book collectors, Spawn collectors, and toy collectors. The Spawnmobile may also be viewed as the first part of the Spawn toy line, even though the regular toy line will be produced by a different company from Mattel. Regardless, this is a good toy to pick up if you can find it.

In other Image-related toy news, Marc Silvestri's Top Cow Productions will be producing Cyberforce bendables sometime in the near future—more likely than not, this fall. Bendables (also known as "bendies") are unarticulated toys that bend but return to their original shapes. So far four figures are being planned: Ripclaw, Stryker, Cyblade, and Impact. Each one will come packaged with both an original mini-comic book (drawn by Top Cow

Impact, Ripclaw & Stryker ™ & © Top Cow Productions

Hear the Village People sing, "Y-M-C-A!" Actually they're (from left) Stryker, Impact, and Ripclaw bendables and they're blasting to a store near you.

The Pitt statue, sculpted by Clayburn Moore, will be released later in the year.

artists Joe Benitez and others to be announced) and an original trading card featuring that particular character. Figures will retail for about $5.95. Begin looking for them in July or August.

Another Image statue has been announced. The Pitt statue has been designed by Randy Bowen Studios and sculpted by Clayburn Moore (profiled in last month's Toying Around). The sculpture will be made to the same scale as Moore's Savage Dragon statuette. Since the Dragon is six feet tall and Pitt is nine feet tall, this should be a pretty large piece! No price for the Pitt statue has yet been announced, but it's a safe bet that it'll be over the $150 mark. You can probably start placing orders for this in September.

Rumors seem to pop up daily about whether or not new *Star Wars* action figures are in the works, what with the reported production of three new *Star Wars* films. So far, the rumors seem to be just that. Nowhere at Toy Fair '94 was there a display of any form of action figure for these movies, except for Just Toys's already existing line of bendables. When I questioned the major toy companies, all of them laughed, except for Kenner, whose representatives seemed to get very nervous when asked if there was any truth to the rumor that it was planning to rerelease its old *Star Wars* trilogy figures. You can bet you'll hear more on this as soon as I do.

Yet another popular rumor of late has been that G.I. Joe will be changing his look towards the end of this year. According to a source at Hasbro, "He will not be the same figure that you have come to know." It's been whispered that Joe may go strictly to the old 12-inch format, but this seems rather unlikely. The most believable story thus far has been that he will switch to the very popular five-inch format *à la Star Trek* and the Teenage Mutant Ninja Turtles by Playmates. Hasbro says that it won't make any formal announcement regarding the G.I. Joe change until later in the year.

This may provide a unique opportunity in the collectibles market. If the figures do change to the five-inch format, the current three-and-three-fourth-inch figures would essentially become a discontinued toy line. The demand for the older figures and even the more recent ones would probably climb at a fairly quick pace. It might not be a bad idea to start socking away a few of the rarer figures, like any version of Snake-Eyes or any Ninja Force figure, to name but a few.

In other "soon-to-be-canceled" news, the Mighty Morphin Power Rangers' Green Ranger with Dragonzord will soon be off the shelves. As in the original Japanese television series, the Green Ranger will die; therefore, there's no point to the toy. He will be replaced, however, with White Ranger with Tigerzord. More Power Rangers news next month.

Those of you out there who are collecting the *seaQuest DSV* figures probably want to know where the vehicles are. Here's your answer: Playmates announced it will only release them if the show is renewed for a second season, which it has. By far, the most impressive vehicle is the lights-and-sound *seaQuest DSV 2000*. Measuring approximately 24 inches in length, it's quite the piece of work.

The Nightmare Before Christmas figures seem to be the current hot toy line among collectors. Due to the relatively short production run on these figures, they've all become rather hard to locate. However, at Toy Fair this past February, I spoke to a Hasbro representative who said that the toys might very well be rereleased to coincide with the premiere of the film on video.

That's it for this month, folks. Be back in 30 when I bring you whatever juicy gossip I can dig up. Til then, see you in aisle 7C.

HOMEMADE HEROES

The four third place winners this month will receive *Vengeance of Vampirella* #1-#2 signed by Buzz and a *Darker Image* #1 signed by Sam-Kieth. The two second place winners will receive a *Gambit* #1 signed by Howard Mackie and Lee Weeks, a *Rune* #1 signed by Barry Windsor-Smith, a Gold *Brigade* (mini-series) #1 and a Dark Horse cold-cast King Kong porcelain model kit. The grand prize winner will receive an *Amazing Spider-Man* #347 signed by Erik Larsen, a *Spawn/Batman* signed by Frank Miller, a *Superman: The Man of Steel* #30 signed by Louise Simonson, and a Dark Horse cold-cast King Kong porcelain model kit. If you're interested in entering the homemade figure contest, send photographs of entries to: Figure of the Month Contest, c/o Toying Around, 151 Wells Ave., Congers, NY 10920-2064. (No Polaroids—and make sure you focus, dammit!)

Special thanks to Dark Horse for donating the model kits. You guys are ga-roovey!

Grende, ™ & © Mark Walker

"Obi-Wan... now that's a name I've not heard in a long time..."
Jeffrey T. Zverloff of Akron, Ohio created the amazing Grende-Prime from a Toy Biz Deadpool figure. The poncho is made from the pocket of a T-shirt, the belt from a Toy Biz Wonder Woman lasso, and the sword from scrap plastic.

Madman, ™ & © Mike Allen

Madman, by Jeffrey Hunt of South Berwick, Maine, was made from a Toy Biz Mr. Fantastic figure and lots of putty to fill in the gaps and create the snazzy oo. The yo-yo is made from spare model parts, more putty, and a piece of wire. Awesome!

Shadowman, ™ & © Valiant Communications

"For the millionth time—no, I'm not Bob Marley!"
Shadowman here was a Toy Biz Punisher until Michael Walstrom of Ames, Iowa, had some free time on his hands.

Wolf, A.T.S. ™ & © Alex Entertainment Inc. DBA Wolf Lane Productions

"Get that Coda assassin! Kill he... hey, she's got a camera. Everybody huddle together."
The mighty Wolf, A.T.S. team, crafted by Kevin Hee of San Francisco, Calif., was made from [illegible] we don't [illegible] to name [illegible] they're a [illegible] Toy Biz figures.

Cable Job, He's so Cute! ™ & © Marvel Entertainment Group

"Hee hee... hey, Stwyfe, I'm gonna bwow your bwains out!"
This is adorable. Hey, I wonder if Baby Cable knows the X-Babies from the Drawing Board on page 57? Anyway, Robert Cinnamon of Lawrenceburg, Ky., made it! Nate here from a Precious Moments doll. Great job, Robert.

Sasquatch, ™ & © Marvel Entertainment Group

"Listen, punk, you call me Bigfoot one more time and you'll see just how big it is!"
The massive Sasquatch is made from some sort of Masters of the Universe figure and was crafted by Marshall W. Brooks Jr. of Redford, Mich.

The Rex & Sonny Show and Powdered Toast Man ™ & © 1994 Nick Cole Jr. Sugar Man ™ & © Marvel Entertainment Group

"Hurry up! Take the picture! Take the picture! I gotta go so bad I can taste it!"
Powdered Toast Man, made from [illegible] Toy Biz figure, no doubt [illegible] who [illegible] from Los Angeles, Calif., and was crafted by the [illegible] Domingo Lopez. Is that real toast?

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Cartoons will be represented by sequential scenes that form the story-line
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Collect a part of American History
Grampy

PALMER'S PICKS

I Dream of Jim

While most comic books simply ask their spectators to read their story, the comics of Jim Woodring engage the audience in a truly unique experience. It's impossible to "just read" Woodring's work, you have to immerse yourself in it in order to uncover meaning. Flip through Woodring's comics and you'll find yourself floating in a puzzling world full of nightmarish visions and beautifully spiritual apparitions.

Woodring has led quite an interesting life. Now a pre-eminent alternative cartoonist, he at one point or another worked as a garbage man, lived a bohemian lifestyle in the woods, and designed animated characters for Ruby/Spears Productions. While at Ruby/Spears, he produced *Jim*, a unique journal of dreams and personal experiences. In 1987, these comics led to a *Jim* magazine, which showed off Woodring's talent for transcribing dreams and writing stream-of-conscious narratives.

After four issues of the *Jim* magazine, Woodring went to Tundra Publishing to start *Tantalizing Stories* with *Gnatrat* and *20 Nude Dancers* 20 creator Mark Martin. The series began with a dazzling full-color special featuring Frank, an anthropomorphic cartoon creature from Woodring's warped mind. Martin added his Montgomery Wort stories to round out one of the few comics that could be enjoyed by anybody at any age. Even though Woodring and Martin earned industry-wide accolades for the color special and the subsequent black-and-white series, *Tantalizing Stories* was abruptly canceled after Kitchen Sink bought Tundra in mid-1993.

Despite the premature end of the collaboration between Woodring and Martin, there's recently been renewed interest in Woodring's comics. His work from the *Jim* magazine has resurfaced in *The Book of Jim*, probably one of the most beautifully presented reprint books available. New material from Woodring is available in a second volume of *Jim* from Fantagraphics. This new series combines the full-color adventures of Frank with dream-inspired short stories and advertisements for Jimland Novelties, a collection of homemade knickknacks that includes hand-bound books of poetry and comics, masks made from Jim's face, and other assorted peculiar playthings.

It's difficult to describe Woodring's work. On the surface, his comics are readily accessible. His black-and-white illustrations range from rich ink-wash renderings to meticulously formed line drawings. Woodring's color paintings are accomplished depictions of hauntingly familiar images that draw you into another world, one full of unreal objects and creatures.

Woodring's stories are like his paintings: inviting at first glance, they're full of hidden meanings that will often leave you puzzled and frustrated. But these contradictions are what make you want to return to Woodring's work. You have to figure out what a certain symbol means or uncover the importance of some throwaway background object.

Woodring has managed to recreate complex unconscious experiences on a simple comic page. The images in his comics are like the dreams that flash across your mind just after you wake up but before you fully regain consciousness. His autobiographical dream comics flow like stories, but they're built on the inexplicable transitions and vague figments that are characteristic of dreams. Woodring's Frank comics are more linear, yet they're still full of inde-

Jim Woodring has managed to recreate complex unconscious experiences on a simple comic page.

Nightmare next-door neighbor: an unnamed character from the cover of *Jim* (vol. 1) #1

For Montgomery Wart, happiness is only a pumpkin head away. Top right: Frank's "guard dog" gives birth.

scribable events and bizarre creatures.

Most of Woodring's dream comics feature Jim himself, but his most popular and endearing creation has to be Frank, an innocent character who wanders through lush, vibrant, fluid environments in numerous wordless comics. Frank's adventures and his attempts to thwart the plots of his archnemesis, Manhog, are simultaneously frightening, humorous, whimsical, and baffling. A "typical" Frank story reads like a Saturday-morning cartoon on acid. Characters replicate without explanation, mutate into grotesque mockeries of themselves, and generally abuse and annoy one another.

The Frank stories and Woodring's dream-inspired work are loaded with concealed symbols and meanings. Woodring's comics are populated by "souls" or "angels" that resemble multilayered, brightly colored tops. The architecture in the Frank comics and in some of the dream narratives is inspired by the curved vaults, domes, and minarets of Islamic and Arabian mosques and palaces. These and other symbols can be interpreted in many different ways. There's a deep, personal meaning behind Woodring's work, and deciphering his comics is a truly unique experience.

If you've particularly liked something I've recommended recently, or if you want to tell me that you think I have no taste in comics, feel free to type or neatly scribble your ramblings and send them to me at Palmer's Picks, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. ☆

Hepcats #12: This is the 10th chapter of Martin Wagner's "Snowblind," a powerful comic novel detailing the nightmarish trials of Erica and the shocking secrets of her past. Wagner masterfully combines detailed art and crisp writing and plotting for a truly unsettling and gripping story.

Tom Palmer Jr. is a freelance writer based in New Jersey who hates coffee and likes to sleep late.

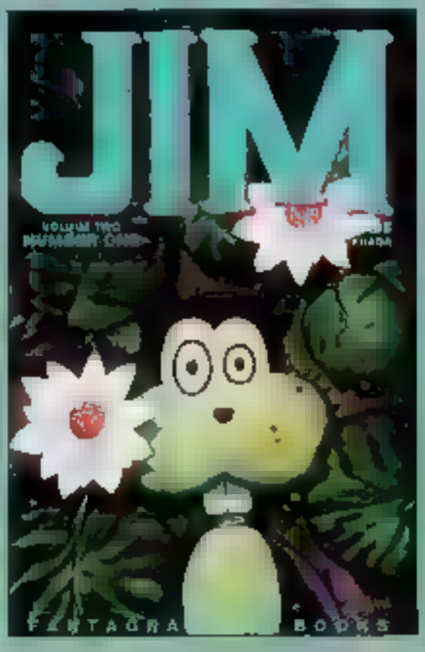
Tom's Recommended Reading

Jim: Issues of the original *Jim*, which Woodring produced himself, and the magazine-sized *Jim*, of which Fantagraphics published four between 1987 and 1990, are not available. In December '93, Fantagraphics launched a new comic-sized *Jim* series. To order the first two issues, for $3 each, or a four-issue subscription, for $12, write Fantagraphics Books, 7563 Lake City Way, Seattle, WA 98115. *The Book of Jim*, a softcover volume, reprints highlights from Fantagraphics's first volume of *Jim*. It includes a color section reprinting the cover paintings and "Screechy Peachy," a new fully painted story. *The Book of Jim* is available for $18 from Fantagraphics at the above address.

Jimland Novelties: Woodring's strange creations are featured in this 24-page catalog. Some of the more conventional items include the Jimhair Paintbrush (made from a lock of Jim's hair), the Jim Dream-of-the-Month Club, and an assortment of T-shirts. For a free copy, send a self-addressed, stamped envelope to Jim Woodring, 5736 17th Ave. N.E., Seattle, WA 98105.

Tantalizing Stories: *Tantalizing Stories presents Frank in The River* was a full-color special featuring the title story and an eight-page Montgomery Wart story by Mark Martin. This was followed by a six-issue black-and-white run of *Tantalizing Stories* featuring Frank and Montgomery Wart. *Frank in The River* costs $2.95; the first four issues of *Tantalizing Stories* cost $2.25 each, and the last two are $2.50 each. Order from Kitchen Sink Press, 320 Riverside Dr., Northampton, MA 01060, and include $5 for postage.

Miscellaneous: Woodring's comics have popped up in a variety of anthologies. The first issue of the short-lived *Buzz* contains a Woodring strip featuring a character named Pulque, while #2 has an early Frank story. #1 is sold out, but #2 is available for $2.95 from Kitchen Sink. Issues #1 and #4 of Mark Martin's *Hyena* feature a Frank story, and #2 has a Pulque strip. All issues are $3.95 from Kitchen Sink. Frank has also popped up in full color and black and white in various issues of *Heavy Metal*. Woodring illustrated Scott Deschaine's *Blue Block*, available for $2.95 from Kitchen Sink, a full-color story depicting one man's resistance against a repressive futuristic society. Woodring also wrote *Freaks*, an adaptation of Tod Browning's 1932 film illustrated by F. Solano Lopez, published by Fantagraphics, and *Aliens: Labyrinth*, with art by Kilian Plunkett, for Dark Horse Comics.



Jim and Frank ™ & © Jim Woodring. Montgomery Wart ™ & © Mark Martin.

COMIC BOOK INTELLIGENCE QUOTIENT

CBIQ

It's time to test all that trivial comic book knowledge you've accumulated from spending hour after hour reading comics when you should've been out getting some sun. What follows are 25 of the hardest questions ever slapped together by a band of lice-ridden fanboys. We've also included the Fanboy-O-Meter, which you can use to gauge how macho or macha you are.

This month, we're grading your comic knowledge against...well, comic knowledge. The higher your score, the better fanboy you are. (That's *definitely* an oxymoron.)

score	rank
0-5	You'd get lost in New York looking for the Baxter Building
6-12	You think the Scarlet Witch is some type of rash (that's a lot funnier if you make the "W" in Witch silent)
13-19	You think Ninjak is a car defense system
20-24	You know that the Golden Age Flash is not the FTD guy
25	You can tell the difference between Lex Luthor and the Kingpin

1. Which member of the Hellfire Club died while fighting Nimrod?
A) Harry Leland
B) Donald Pierce
C) Sebastian Shaw
D) Emmanuel DaCosta

2. Why did Mary Jane turn down Peter Parker's first proposal of marriage?
A) She thought he was still seeing the Black Cat
B) She wanted to get superpowers before she married him
C) She didn't want to marry someone in a dangerous line of work
D) He wasn't "getting the job done"

3. Supergirl is actually a clone of:
A) an alternate Lana Lang.
B) Superman.
C) Starman.
D) Power Girl.

4. In *Spawn/Batman*, Batman called Spawn a:
A) monkey boy.
B) twit.
C) nitwit
D) I don't know. Like everyone else, I stopped reading it after the first 10 or so pages.

5. What was the name of the general whose tie Wolverine sliced when he quit the Canadian government and joined the X-Men?
A) Ruthers
B) Chosen
C) Blackwell
D) Chattanooga

6. RoboCop's real name is:
A) Luthor Manning.
B) Alex Murphy.
C) Michael Collins.
D) Ted Murphy

7. Which young "New" X-Man did Professor X meet before deciding to form the X-Men?
A) Colossus
B) Storm
C) Nightcrawler
D) Sunfire

8. Which of the following characters died in *Crisis on Infinite Earths*?
A) Wildcat II
B) Mr. Miracle II
C) Kid Psycho
D) Both A and C

9. How did the Beyonder abduct most of the superpowered characters who were in *Secret Wars*?
A) They all just appeared on the Secret Wars planet
B) He put an interdimensional gateway in Central Park
C) He created clones of all the heroes and commanded them to abduct their originals
D) He sent them all a survey stating that the first 500 superheroes to respond would get to hit Tom and Roseanne Arnold in the head with a brick

10. What name does Max Gargan go by in his supervillain persona?
A) Scorpion
B) Electro

C) The Beetle
D) Sandman

11. Spylocke is actually a:
A) Malev
B) Spider Alien.
C) Psi-Lord
D) Victim of Ellison.

12. What do Paste-Pot Pete, Medusa, Wizard, and Sandman have in common?
A) They were all members of the Frightful Four
B) They were all members of the Lethal Legion
C) They're all really crappy characters who will probably never appear on a *Wizard* cover
D) Both A and C

13. What was the name of the gunner in Luke Skywalker's snowspeeder in *Star Wars: The Empire Strikes Back*?
A) Hamm
B) Wedge
C) Dack
D) A-Wedge-of-Dack-Hamm

14. When the Venom symbiote was incarcerated in the Baxter Building, it was freed by a robot probe belonging to:
A) Dr. Doom.
B) the Tinkerer.
C) Robot Master.
D) Dr. Octopus.

15. Who among the following characters has never had a kid sidekick?
A) Captain Marvel
B) The Crimson Avenger
C) Green Arrow
D) Moon Knight

16. Before the *Nick Fury vs. S.H.I.E.L.D.* mini-series, S.H.I.E.L.D. stood for:
A) Supreme Headquarters Internal Expertise Legal Department.
B) Super Humanoids Intervening in Exceptionally Lethal Disputes.
C) Supreme Headquarters International Espionage Law-Enforcement Division.
D) Semi-Humanoid Instantly Edible Little Ducks.

17. Which of the following characters are elementals?
A) Tefi, Baraka, and Naiad
B) Firestorm, Swamp Thing, Red Tornado
C) Black Racer, Kwannon, and Jonni Thunder
D) Eclipso, the Spectre, and Dr. Fate

18. Which of the following crappy toy lines did not have a cartoon series patterned after it?
A) Starriors
B) Crystar
C) Robotics
D) M.U.S.C.L.E.

19. Which *Star Trek* character was in love with Spock?
A) Number One
B) Nurse Chapel
C) Yeoman Rand
D) The Gorn

20. Which superhero is a descendant of the Contraxians?
A) Jack of Hearts
B) Impossible Man
C) Black Bolt
D) Photon

21. Which Eggbreaker was reprimanded with a lobotomy?
A) Stunner
B) Rivet
C) Stronghold
D) Flashbulb

22. Robert April was the first captain of which spaceship?
A) *Excelsior*
B) *Intrepid*
C) *Argo*
D) *Enterprise*

23. DC's most recent version of Starman died while battling:
A) Darkseid.
B) Monarch.
C) Eclipso.
D) The Anti-Monitor

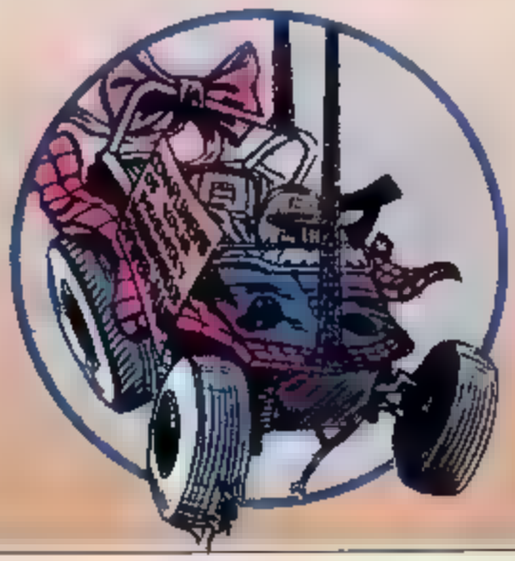
24. Which team includes a former exotic dancer in its membership?
A) New Warriors
B) WildC.A.T.s
C) Team Titans
D) H.A.R.D. Corps

25. Batman recently let which villain die?
A) Film Freak
B) Killer Croc
C) Abattoir
D) Tim Burton (hey...maybe now *Batman III* won't suck!)

All images ™ & © their respective owners

but TRUE...

Despite my painstaking research, I can't find any evidence that DC ever acquired the rights to Spider-Man. I figured that had to be the case; how else can you explain...the Spider-Mobile? Spidey, the world's most down-to-Earth superhero, in a wall-climbing, web-shooting Spider-Mobile? Certainly smells like vintage DC nonsense to me, but that's not the case. No sir. Back in the '70s (which, come to think of it, might explain this), Spidey agreed to promote Carter & Lombard, a car manufacturer, by helping design the Spider-Mobile. It didn't work out: after the vehicle was lost in battle, Spidey had to fight the mighty Spider-Mobile, which had been reprogrammed by the nefarious Tinkerer (this just keeps getting worse). Ultimately, Spidey won the day, captured the Tinkerer, destroyed the Spider-Mobile, and that was that.



Spider-Mobile Tykes: Somebody (All Midas!) ™ & © Marvel Entertainment Group

A	N	S	W	E	R	S
1) A	2) C	3) A	4) B	5) B	6) B	7) B	8) C	9) B
10) A	11) B	12) D	13) C	14) A	15) D	16) C	17) B	18) D
19) B	20) A	21) C	22) D	23) C	24) B	25) C		

the Wizard of Cards

By Stephen Shamus

Mighty Morphin Power Rangers series 2 is on the way from Collect-A-Card in June. You might remember that series 1 came out a few months back and sold out rather quickly thanks to the popularity of the show and quality of the cards. This set is once again comprised of 72 cards. There's also an etched-foil version of all 72 cards, one of which comes in every pack. Direct market and mass market versions of this series are being produced, the former will feature different border colors (which haven't been determined) and lenticular and gold-foil cards.

The Mighty Morphins Return

Each of the twelve lenticular cards will come once every 18 packs, these cards, which feature the same technology as Sportflics cards, will show the teenage protagonists when held at one angle and their heroic "Morphin" alter egos when held at another. Gold-foil stamped cards spotlighting Red, Blue, Yellow, Pink, and Black Power Rangers come one in every 72 packs. The direct set is limited to 5,000 cases, and the retail set will also have a short run. Cards will come eight per 99-cent pack, including one etched-foil card.

If you haven't had enough of single superhero sets this year, get ready for a biggie from SkyBox. Later this year (probably November), look for the Superman Man of Steel Platinum series. These oversized two-and-a-half-by-five-inch cards are the same size as SkyBox's Sandman set, released earlier this year. All the Supercards will have silver-foil borders like the chase cards from the Sandman set. There will be randomly inserted certificates that consumers can redeem for actual steel versions of the cards. We'll have more info next month, Superfans.

SkyBox has some other cool sets on the horizon. In October, we'll see the SkyBox Master Series: Creator's Edition, a 90-card creator-owned set featuring five artists—Brom, Julie Bell, Dave Dorman, Dave McKean, and Brian Stelfreeze—and 21 brand-new characters. Each pack has six cards for $1.49, like all master series. Each artist's most impressive painting has been made into a Spectra-Etch card. Cards from this bonus five-card subset come two per box, so people should go wild trying to get their hands on 'em.

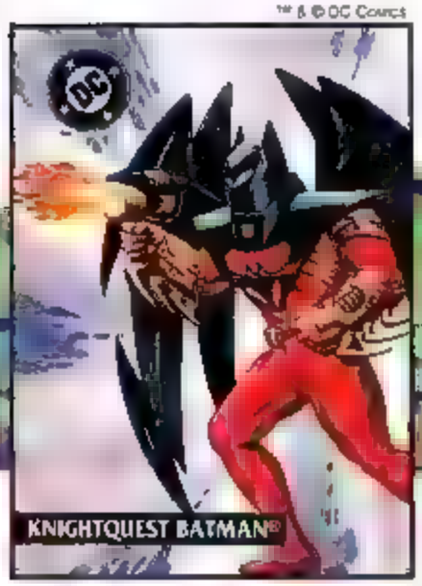
Comic Images has a pair of artist sets on tap for August. The Best of Olivia All-Chromium set features more paintings of beautiful women by the megatalented Olivia. The suggested retail price runs between $1.75 and $2.00 per seven-card pack. Six chase cards utilizing an Omnichrome process, which is an iridescent, opulent chromium process that gives the chromium a see-through effect, will come packed three per 36-pack box. Three different Ladies in Red cards featuring women in red (naturally) come packed at one of each per case. A medallion card is also inserted once per case. Olivia has signed 500 cards (no odds are available on these).

Next up is Comic Images's Firebrands, Heroines of Science Fiction set, also a 90-card collection, which features such heroines as Galadriel and Eowyn (*Lord of the Rings*), Andromeda (*Andromeda*), and Iskra (*The Dark Tower*). These will come 10 cards to a pack, which will sell for between $1.00 and $1.50. The set was done completely by Ron Miller, who has released a few books of his paintings of these characters in the past.

The Kenner Legends of Batman toys due out later this year will come with exclusive trading cards from SkyBox. Future Batman, Crusader Batman, and the six other figures will be packaged with a card featuring a painting of that toy. Rick Burchett will pencil and ink these cards.

The Magic: The Gathering cards from Wizards of the Coast (no relation to us) have been the sleeper cards of the year. Among the hottest to hit the non-sports card industry in some time, these 302 numbered cards actually comprise a popular game. Magic: The Gathering was first released in a 297-card Alpha Edition over a year ago. Since then, more sets have been manufactured to clarify and add to the original cards: a Beta Edition led to an Unlimited Edition and then the Revised Edition, the current incarnation, which contains about two dozen more cards, including some from the out-of-print Arabian Nights subset.

The first item you need to play the game is the standard 60-card starter deck. In order to strengthen your lineup, you have to buy booster packs. Cards are broken down into three



The Knightquest Batman and Joker cards, two of several cards packaged in the new Kenner line of toys.

Magic: The Gathering mixes trading card collectability with game playing excitement

gories: common, uncommon, and rare. In a standard 15-card booster pack, you get one rare card and three uncommon cards, the rest are common. Some cards within a series, however, are worth more than others, just like a Wolverine card is worth more than a Polaris card from the same set. Collectors have been buying pack after pack looking for these more valuable cards.

In the game itself, each player starts off with 20 life points, which can be taken away by an opponent's spell or creature cards. The game ends when all players but one have run out of life points.

Packs of Magic are now selling for between $2.50 and $3. Since the initial set's release, 100-card update sets have been released to add different twists and spells to the game. Later this year, Wizards of the Coast will issue playable *Star Trek* cards. We'll have more info as the release date approaches.

SkyBox made a big mistake with the Simpsons trading cards—it didn't print enough! The few packs that can be found are selling for between $1.25 and $1.75 each. People have started to find the Art de Bart redemption cards, each of which may be returned for an original piece of Simpsons art by Matt Groening himself. These original pieces look awesome; Groening has definitely gone all out on this one. The fact that there's only 400 of the redemption cards makes them nearly impossible to pull.

Another product that's selling well is the DC Sandman card set, which was somewhat underordered by retailers. The silver-foil chase cards depicting various members of the Endless are selling extremely well. Followers of Morpheus, Death, Desire, et al. are very pleased with this well-produced set.

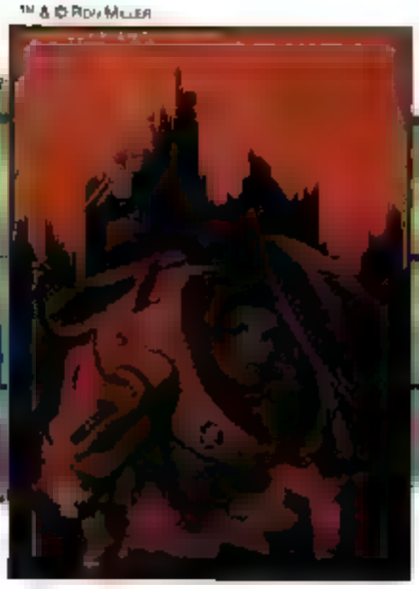
Two Lion King card sets will be pouncing into stores this June courtesy of SkyBox. A 90-card foil set based on the animated Disney film released in June will be the company's first UV-coated Disney set. The cards will feature gallery-quality art from the movie, and several will spotlight the main characters. Lucky collectors will find nine holographic foil cards, a five-card subset of SkyBox's first pop-up cards, and lenticular hologram cards, which feature 3-D images that change as the card is moved. Eight-card packs will run 99 cents a pop.

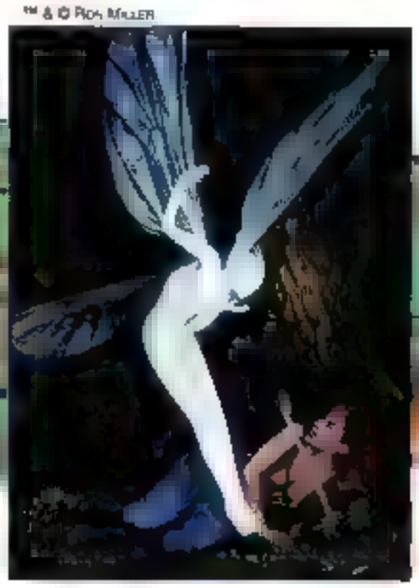
SkyBox will also release Lion King hobby sets featuring 50 oversized foil-stamped cards in an individually numbered collector's tin. These 50 cards will be manufactured via waterless printing, which makes for awesome-looking cards! These sets should be extremely popular.

Alas, poor card products, we knew you well. Two card sets were recently canceled, SkyBox's Batman: The Archive Collection series and Pyram d/Upper Deck's Valiant Files: Secrets From the Harbinger Foundation. SkyBox's Batman set, which was to cover every single thing you ever needed or wanted to know about Batman, and was to reprint comic book covers, cels from the animated series, and movie images, fell prey to complications the company faced while trying to secure the rights to various Batman licenses. This problem prevented the company from releasing the set by the planned September ship date, but it's possible the set will be produced at a later time.

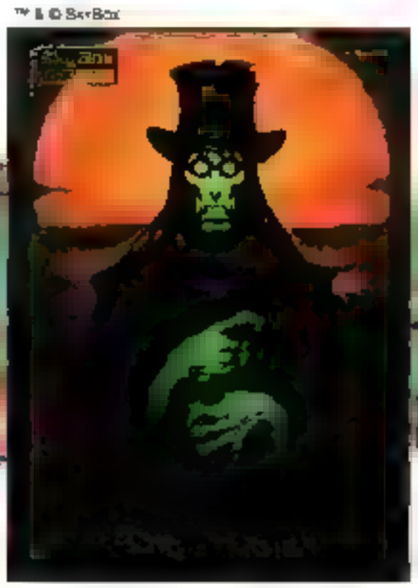
The Valiant Files cards that were due out in May were canceled because of low orders. Much of the artwork scheduled for the set will appear in future Valiant sets.

A taste of *The Lion King* holographic foil cards.





Two prismatic Galaxy cards from the Firebrands: Heroines of Science Fiction set.



A preview of the Master Series: Creator's Edition card set.

the wizard card price guide

Thanks to pricing information provided by dealers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded pink. If it fell from last month's listing, it's shaded blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. Some products, due to scarce availability and high demand, are listed as N.A. (Not Available).

BATMAN (Movie, Series 1)
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$12.00
Unopened Box	9.00
Single Cards	.05-.10
Single Stickers	.25-.30
Glossy Set	30.00

BATMAN (Movie, Series 2)
TOPPS 1989

Full Set (132 Cards, 22 Stickers)	$9.00
Unopened Box	6.00
Single Cards	.05-.10
Single Stickers	.15-.20
Glossy Set	30.00

BATMAN: THE ANIMATED SERIES
TOPPS 1993

Full Set (100)	$13.00

Batman takes on the Reap ...uh, I mean Phantasm. Batman: The Animated Series set.

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Unopened Box	25.00
6-Card Cel Set	48.00
Single Cards	.15-.20
Single Cels	8.00

BATMAN: THE ANIMATED SERIES (Series 2)
TOPPS 1994

Full Set (100)	$12.00
Unopened Box	26.00
4-Card Cel Set	30.00
Single Cards	.10-.15
Single Cels	8.00

BATMAN RETURNS
TOPPS 1992

Full Set (88)	$5.00
Unopened Box	8.00
Single Cards	.05-.10
Stadium Insert Cards Set (4-I)	2.00
Single Inserts	.25

BATMAN RETURNS
STADIUM CLUB 1992

Full Set (100)	$8.00
Unopened Box	15.00
Single Cards	.05-.15

BATMAN: RIDDLER'S BACK
TOPPS 1966

Full Set (38)	$160.00
Unopened Box	N.A.
Decoder	10.00
Single Cards	4.00-4.75

BATMAN: SAGA OF THE DARK KNIGHT
SKYBOX 1994

Full Set (100)	$15.00
Unopened Box	40.00
Commons	.15-.20
1 Saga of the Dark Knight	.40
13 Birth of the Joker	.25
15 Partners in Crime	.25
19 Dick Grayson	.30
21 Nightwing	.30
22 Jason Todd	.30
24 A Death in the Family	.30
25 Tim Drake	.30
46 The Joker	.40
47 Catwoman	.40
48 Two-Face	.25
49 The Penguin	.25
64 Inheritance	.25
65 Lelah	.25
66 Knight of St. Dumas	.25
67 Hostage	.25
68 Savior	.25
69 Trial By Fire	.25
70 Birth	.30
71 Transfusion	.25
72 Hunt	.25
73 Arkham Breakout	.25
84 The Broken Bat	.30
91 The Crusade	.25
SkyDisc	.75.00

Spectra-Etch

Full Set (5)	$40.00
Single Spectra-Etch Cards	8.50

BEAVIS & BUTT-HEAD
FLEER ULTRA 1994

Full Set (150)	$20.00
Unopened Box	54.00
Commons	.10-.15
10-Card Scratch 'n' Sniff Set	35.00
Single Scratch 'n' Sniffs	3.50

CONAN (All Chromiums)
COMIC IMAGES 1993

Full Set (100)	$45.00
Unopened Box	90.00
Full Holochrome Set (100)	800.00
Full Prism Set (6)	52.50
Single Cards	.25-.35
Single Holochromes	10.00
Single Prisms	8.75

DARK DOMINION
[illegible]

Full Set (150)	$10.00
Unopened Box	20.00
8-Card Level One Set	59.00

"Master Bruce! You're... you're naked!" A startled Alfred from the Topps Batman Returns set.

© & ™ 1994 DC Comics

3-Card Level Two Set	58.00
Single Cards	.10-.20
Single Level Ones	8.00
Single Level Twos	20.00

DC BLOODLINES
SKYBOX 1993

Full Set (81)	$10.00
Unopened Box	18.00
4-Card Superman Embossed	32.00
Superman Exchange Card	15.00
Redeemed Superman Card	16.00
Single Cards	.05-.15
Single Superman Embossed	8.25

DC COSMIC CARDS
SKYBOX 1992

Full Set (180)	$8.00
Unopened Box	13.00
Box Set (4,500)	35.00
Commons	.05-.10
1 Golden Age Blue Beetle	.15
9 Modern Age Green Lantern	.30
16 Golden Age Superman	.45
17 Silver Age Superman	.45
18 Modern Age Superman	.70
27 Modern Age Luthor	.25
33 Aquaman	.20
44 Deathstroke	.20
54 Guy Gardner	.20
65 Nightwing	.25
75 Speedy	.20
120 Lobo	1.25
128 Darkseid	.30
179 Checklist A	.10
180 Checklist B	.10

Holograms

Full Set (10)	$25.00
DH1 Clark Kent & Lois Lane	7.00
DH2 Darkseid	3.50
DH3 Deathstroke the Terminator	3.50
DH4 Flash	3.25
DH5 Green Lantern	3.75
DH6 Hawkman	3.25

Here's a guy who looks like he's got a jones for flowers. From the Beavis and Butt-Head set. Heh, heh.

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"I am the only man who can break a baseball with my pieces of window!" How does this guy take a shower? DC Bloodlines.

© & ™ 1994 DC Comics

DH7 Lobo	3.75
DH8 Superman	7.00
DH9 Wonder Woman	3.25
DH10 Waverider	3.50

DC COSMIC TEAMS CARDS
SKYBOX 1993

Full Set (150)	$9.00
Unopened Box	13.00
Commons	.15-.25
37 Superman	.90
44 Green Lantern	.40
45 Flash	.20
59 Nightwing	.20
60 Deathstroke	.20
80 Lobo	1.25
114 Death	1.25
118 Phantom Stranger	.20
119 Sandman	1.25
131 Luthor II	.70
133 Brainiac	.30
134 Doomsday	1.00
146 The Ray	.40

Holograms

Full Set (6)	$33.00
DCH11 Captain Marvel	5.00
DCH12 Hawkman	5.00
DCH13 Lobo	6.50
DCH14 The Spectre	5.00
DCH15 Superman	6.50
DCH16 Swamp Thing	5.00

DEATHMATE-VALIANT
PYRAMID 1993

Full Set (110)	$9.00
Unopened Box	16.00
6-Card Players of D'mate Set	25.00
8-Card Transitions Set	35.00
2-Card Light F/X Set	30.00
Single Cards	.15-.20
Single Players Cards	5.00
Single Transitions Cards	4.50
Single Light F/X Cards	15.00

DEATHWATCH 2000
CLASSIC 1993

Full Set (100)	$12.00
Unopened Box	30.00
Unopened Jumbo Box	30.00
7-Card Hybrid Acetate Set	50.00
20-Card Prism Set (only in Jum's)	30.00
Single Cards	.15-.25
Single Acetates	7.25
Single Prisms	1.75
SS1 Shaquille O' Neal	40.00
SS2 Marion Rheaume	10.00
SS3 Ken Griffey Jr.	10.00
Signed Neal Adams Card (7,500)	43.00

DRACULA (Movie)
TOPPS 1993

Full Set (100)	$17.50
Unopened Box	35.00
Single Cards	.10-.15

EMPIRE STRIKES BACK (Series 1)
TOPPS 1980

Full Set (132 Cards/33 Stickers)	$30.00

John and Kyle looks at the budget for the Flintstones movie. Topps' Flintstones card set.

Unopened Box	45.00
Single Cards	10-.15
Single Stickers	35-.45

EMPIRE STRIKES BACK (Series 2)

TOPPS 1980

Full Set (132 Cards/33 Stickers)	$28.00
Unopened Box	42.00
Single Cards	10-.15
Single Stickers	35-.45

EMPIRE STRIKES BACK (Series 3)

TOPPS 1980

Full Set (88 Cards/22 Stickers)	$30.00
Unopened Box	70.00
Single Cards	.20-.25
Single Stickers	.40-.50

EXCALIBUR

COMIC IMAGES 1989

Full Set (45)	$10.00
Unopened Box	40.00
Single Cards	.20-.30

THE FLINTSTONES

CARDZ 1993

Full Set (100 Cards/10 Clear)	$10.00
Unopened Box	24.00
3-Card Tekchrome Set	30.00
Single Cards	10-.15
Single Tekchromes	10.00

THE FLINTSTONES (NFL)

CARDZ 1993

Full Set (110)	$10.00
Unopened Box	23.00
3-Card Tekchrome Set	30.00
Single Cards	10-.5
Single Tekchromes	10.00

THE FLINTSTONES (MOVIE)

TOPPS 1994

Full Set (88 Cards/11 Stickers)	$12.00
Unopened Box	25.00
Commons	0-.5
4-Card Foil Set	30.00
Single Foils	8.00

FRANK FRAZETTA

COMIC IMAGES 1990

Full Set (90)	$13.00
Unopened Box	25.00
Commons	10-.20

FRANK FRAZETTA (Series 2)

COMIC IMAGES 1993

Full Set (90)	$9.00
Unopened Box	28.00
3-Card Spectrascope Set	25.00
3-Card Chromium Set	20.00
Single Cards	10-.15
Single Spectrascopes	9.00
Single Chromiums	7.50

HANNA BARBERA CLASSICS

CARDZ 1994

Full Set (60)	$11.00
Unopened Box	25.00
Commons	10-.15
3 Card TekChrome Set	24.00
Single TekChromes	8.00

MALIBU ULTRAVERSE

SKYBOX 1993

Full Set (100)	$10.00
Unopened Box	18.00
9-Card Rookies Set	14.00
4-Card Foil-Stamped Set	16.00
2-Card Ultraverse Ultras set	19.00
Single Cards	.05-.15
Single Rookies	2.00
Single Foil-Stamped	4.50
Single Ultraverse Ultra	10.50

MALIBU ULTRAVERSE 2: ORIGINS

SKYBOX 1994

Full Set (90)	$10.00
Unopened Box	30.00
Commons	10-.20

2	Atom Bob	.30
4	Choice	.30
6	ElectroCute	.30
7	Firearm	.35
8	Grenade	.30
9	Hardcase	.40
10	Lady Killer	.30
11	Mantra	.35
12	The Night Man	.35
16	Prime	.50
17	Prototype	.35
20	Sludge	.35
21	Solitaire	.35
22	Spectral	.30
27	Warstrike	.35
28	Wrath	.35
29	Xnal	.30
30	Zip Zap	.30
55	Prime	.40
56	Mantra	.30
57	The Solution	.30
58	Strangers	.35
59	Sludge	.30
61	Firearm	.30
62	Hardcase	.30
63	The Night Man	.30
65	Prototype/Prime	.35
66	Hardcase/Aladdin	.30
68	Prime/Hardcase	.40
69	Warstrike/Wrath	.30
70	Night Man/Freex	.30
71	Mantra/Boneyard	.30
72	Darkwave/Prime	.30
73	Rune	.35
74	Rune	.35
75	Rune	.35
76	Rune	.35
77	Rune	.35
78	Rune	.35
79	Rune	.35
80	Rune	.35
81	Rune	.35
90	Checklist	.20

Bonus Cards

Full Set (9)	$50.00
Single Bonus cards	4.50
UB1 Mantra	12.00
UB2 Xnal	8.00

MARVEL MASTERPIECES

SKYBOX 1992

Full Set (100)	$45.00
Tin Set	70.00
Unopened Box	110.00
Commons	50-.60

1	Blob	1.75
6	Bishop	2.00
7	Beast	2.50
8	Archangel	2.50
9	Apocalypse	.90
11	Daredevil	2.00
13	Cyclops	2.50
14	Colossus	2.25
16	Captain America	2.50
18	Cable	3.00
22	Elektra	.80
24	Dr. Strange	1.75
26	Dr. Doom	.75
29	Gambit	3.25
31	Human Torch	.70
32	Hulk	2.00
33	Hobgoblin	.70
35	Havok	2.00
36	Green Goblin	.80
37	Ghost Rider	1.00
38	Iron Man	2.00
39	Invisible Woman	.70
40	Iceman	.75
45	Juggernaut	.85
46	Jean Grey	2.25
49	Magneto	2.75
53	Mojo	.70
57	Namor	2.00
59	Mr. Fantastic	.70
62	Nightcrawler	2.50
63	Night Thrasher	.80
65	Psylocke	2.50
66	Professor X	2.25
67	Phoenix	.75
68	Nova	.90
71	Quicksilver	.75
73	Punisher	1.00
74	Shatterstar	2.00
75	Shadowcat	.20
78	Sabretooth	3.25
79	Rogue	2.50
83	Thanos	.65
85	Strong Guy	1.50
86	Storm	2.50
87	Spider-Man	2.75
90	Silver Surfer	2.00
91	Thing	.85
92	Thor	2.00
94	Wolverine	3.25
95	White Queen	.85
97	Venom	3.25
00	Checklist	

Spectra-Etch

Full Set (5)	$55.00
1-D Thing vs. Hulk	13.00
2-D Silver Surfer vs. Thanos	12.00
3-D Wolverine vs. Sabretooth	15.00
4-D Spider-Man vs. Venom	16.00
5-D Capt. America vs. Red Skull	12.00

MARVEL MASTERPIECES (Series 2)

SKYBOX 1993

Full Set (90)	$20.00
Unopened Box	45.00
Commons	30-.40

1	Hulk	.60
2	Human Torch	.45
3	Thor	.55
4	Iron Man	.55
5	Spider-Man	1.00
6	Wolverine	1.20
7	Cyclops	1.00
9	Namor	.60
10	Storm	.90
11	Silver Surfer	.55
13	Ghost Rider	.90
14	Thing	.45
15	Captain America	1.00
16	Archangel	1.00
17	Beast	1.00
18	Cable	1.20
19	Carnage	.80
20	Hulk 2099	.60
21	Doctor Doom	.70
22	Daredevil	.75
23	Iron Fist	.45
24	Psylocke	.00
26	Punisher	.45
27	Rogue	1.00
28	Sabretooth	1.20
29	Forge	.50
31	Gambit	1.20
34	Storm	.50
38	Colossus	.90
39	Magneto	1.20
41	Spider-Man 2099	.70
42	Punisher 2099	.50
43	Doom 2099	.50
44	Ravage 2099	.45
45	Venom	1.20
52	Longshot	.60
54	Omega Red	.60
57	Bishop	1.00
60	Mystique	.55
65	Black Knight	.45
69	War Machine	.45
70	Hawkeye	.45
72	Nightcrawler	1.00
73	Thunderstrike	.45
75	Jean Grey	.00
76	Shatterstar	1.00
78	Night Thrasher	.55
83	Nova	.55
84	Havok	.80
85	Phoenix	.80
89	Vulture 2099	.45
90	Checklist	.50

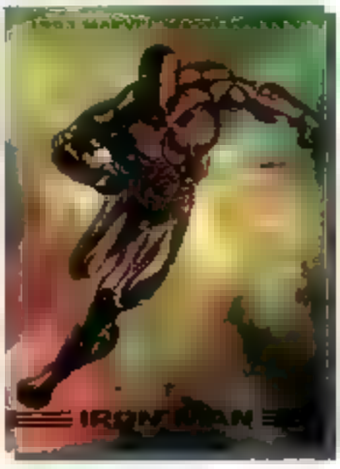
Dyna-Etch

Full Set (8)		$60.00
S1	Meanstreak	8.75
S2	Cerebra	8.75
S3	Krystalin	8.75
S4	Metalhead	8.75
S5	Serpentina	8.75
S6	Bloodhawk	8.75
S7	Skullfire	8.75
S8	Xi'an	8.75

"Oh honey, pick your right leg up just a bit more and I think we'll be able to see the Spanish wrestling show perfectly!" 1992 Marvel Masterpieces.

"Next time, I'll cover my mouth when I sneeze, like mom told me." Malibu Ultraverse 2: Origins.

He's very shiny, but what's he emitting from his hiney? Marvel Masterpieces Series 2.



the card price guide

MARVEL UNIVERSE
(Series 1)
IMPEL (SKYBOX) 1990

Full Set (162)	$40.00
Tin Set (4,000)	167.00
Unopened Box	106.00
Diamond Previews Uncut Sheet	25.00
Commons	35-.40
1 Captain America	1.00
2 Spider-Man (black costume)	1.25
3 Hulk	.60
4 Daredevil	.50
7 Professor X	.90
8 Cyclops	1.50
9 Marvel Girl	1.25
10 Wolverine	3.00
11 Phoenix	.60
16 Sub-Mariner	.75
17 Hulk (gray)	.80
18 Thor	.75
21 Archangel	.50
22 Iceman	1.25
23 Wolverine (orig. costume)	3.00
24 Storm	1.25
25 Shadowcat	.45
29 Spider-Man	2.50
30 Cosmic Spider-Man	.50
32 Silver Surfer	1.50
34 Dr. Strange	.50
35 Havok	.85
36 Colossus	2.00
37 Wolverine (patch)	2.75
38 Nightcrawler	.80
41 Rogue	1.50
42 Iron Man	.75
45 Longshot	.55
46 Beast	1.00
47 Punisher	.45
48 Storm (old costume)	.85
57 Sabretooth	3.25
58 Electro	.50
60 Dr. Doom	.60
63 Magneto	2.75
65 Mr. Sinister	.50
73 Venom	3.00
79 Thanos	1.25
82 Ghost Rider	3.00
83 Deathlok	.25
84 Guardians of the Galaxy	.70
85 New Warriors	1.30
86 Nomad	.55
87 FoolKiller	.50
116 Surfer vs. Thanos	.60
119 Wolverine vs. Sabretooth	.70
139 X-Men	.85
140 X-Men (old team)	.85
143 X-Factor	.70
144 Excalibur	.70
156 Magneto	.80
160 Wolverine	.80

One thing, Felicia—Black Cat, white fur. We don't get it! 1990 Marvel Universe card series.

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Holograms

Full Set (5)	$65.00
MH-1 Cosmic Spider-Man	12.75
MH-2 Magneto	11.75
MH-3 Silver Surfer	12.75
MH-4 Wolverine	17.00
MH-5 Spidey vs. Green Goblin	11.75

MARVEL UNIVERSE
(Series 2)
SKYBOX 1991

Full Set (162)	$28.00
Tin Set (7,500 ed.)	10.00
Unopened Box	60.00
Diamond Previews Uncut Sheet	19.00
Commons	.20-.25
1 Spider-Man	1.75
4 Marvel Girl	.80
5 Phoenix	.35
8 Iceman	.60
11 Nightcrawler	.60
14 Punisher	.35
15 Cable	4.00
16 Deathlok	.35
17 Gambit	2.00
18 Psylocke	1.50
27 Havok	.45
29 Adam Warlock	.40
36 Banshee	.30
37 Meggan	.30
38 Jubilee	.65
39 Ghost Rider	1.00
40 Beast	.65
42 Rogue	1.25
45 Silver Surfer	.45
46 Storm	1.00
47 Archangel	1.25
48 Thor	.30
50 Wolverine	2.50
51 Cyclops	.80
53 Hulk	.30
54 Captain America	.40
56 Sabretooth	2.50
57 Magneto	2.25
58 Venom	2.25
59 Galactus	.25
85 Thanos	.50
86 Hobgoblin	.40
88 Dr. Doom	.50
91 Spider-Man/Venom	.60
93 Wolverine/Sabretooth	.45
106 X-Men/Sentinels	.30
108 Wolverine/Hulk	.50
112 Spider-Man/Lizard	.40
117 X-Men/Marauders	.35
125 X-Men/Magneto	.35
138 Wolverine's Claws	.35
142 Original Ghost Rider	.50
145 Darkhawk	.65
146 Sleepwalker	.35
147 Rage	.30
148 X-Force	1.00
149 New Fantastic Four	.35
153 X-Men	.70
154 X-Factor	.55
155 Excalibur	.55
156 New Warriors	.40
62 Checklist	.30

Holograms

Full Set (5)	$30.00
H-1 Spider-Man	8.00
H-2 Hulk	5.00
H-3 Punisher	6.00
H-4 Dr. Doom	7.00
H-5 FF vs. The Mole Man	6.00

MARVEL UNIVERSE
(Series 3)
SKYBOX 1992

Full Set (200)	$18.00
Tin Set (10,000 ed.)	$9.00
Unopened Box	30.00
Diamond Previews Uncut Sheet	9.50
Capital City Venom HoloPromo	6.00
Commons	.15-.20
1 Spider-Man	1.25
4 Gambit	1.50
6 Beast	.55
11 Phoenix	.25
15 Silver Surfer	.25
22 Nightcrawler	.45
25 Ghost Rider	.25
27 Iceman	.50
28 Punisher	.25
30 Storm	.85
37 Captain America	.35
38 Wolverine	2.25
41 Professor X	.55
46 Colossus	.65
50 Cable	2.25
51 Psylocke	.80
63 Archangel	.85
64 Rogue	.90
66 Jean Grey	.70
68 Cyclops	.80
70 Havok	.40
74 Spider-Man & Wolverine	.25
75 Wolverine & Capt. America	.25
76 Wolverine & Hulk	.25
77 Wolverine & Cable	.25
88 Wolverine, Punisher & G. Rider	.25
108 Venom	1.50
109 Diablo	.25
111 Dr. Doom	.50
112 Magneto	1.50
114 Green Goblin	.45
120 Carnage	.50
121 Hobgoblin	.35
124 Omega Red	.45
129 Sabretooth	2.20
145 Strong Guy	.30
146 Bishop	.60
162 Spider-Man	.25
164 Wolverine	.40
179 X-Men Gold	.50
182 X-Men Blue	.50

Holograms

Full Set (5)	$25.00
H-1 Hulk	6.00
H-2 Thing	5.00
H-3 Wolverine	5.00
H-4 Venom	5.00
H-5 Ghost Rider	5.00

Watch as our five Froot Loop-colored heroes battle the bodiless jester chick! The Mighty Morphin Power Rangers card set.

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MARVEL UNIVERSE
(Series 4)
SKYBOX 1993

Full Set (180)	$10.00
Unopened Box	18.00
Commons	.05-.15
1 Hulk	.25
19 Nova	.25
26 Night Thrasher	.25
31 Sabretooth	.90
32 Shatterstar	.25
33 Apocalypse	.20
35 Cable	.90
36 Stryfe	.25
41 Phoenix	.20
42 Nightcrawler	.20
43 Havok	.20
44 Psylocke	.70
45 Strong Guy	.20
55 Venom	.80
56 Demogoblin	.20
57 Carnage	.50
58 Hobgoblin	.20
59 Spider-Man	.60
69 War Machine	.20
79 Dr. Doom	.30
83 Punisher	.20
94 Thunderstrike	.20
103 Blaze	.20
105 Ghost Rider	.20
107 Morbius	.20
109 Storm	.70
110 Archangel	.70
111 Beast	.40
112 Rogue	.80
113 Magneto	1.00
114 Gambit	1.00
115 Cyclops	.85
116 Wolverine	1.00
117 Bishop	.75
136 Origin of Wolverine	.20
137 Origin of Cable	.20
140 The Fate of the X-Men	.20
143 Spider-Man's Parents' Secret	.20
149 Wolverine vs. Sabretooth	.20
152 Spider-Man vs. Venom	.20
165 Spider-Man vs. Venom	.20
H-IV Spidey vs. Venom H'gram	45.00

Foils

Full Set (9)	$38.00
1 Doom 2099	5.75
2 Vulture 2099	4.50
3 Ravage 2099	4.50
4 Fearmaster	4.50
5 Spider-Man 2099	6.50
6 Punisher 2099	5.75
7 The Specialist	5.75
8 Deathstryke	5.75
9 Tiger Wylde	5.75

"Now do you move with metallized jeans? They must ride up sumpin' fierce!" The Maxx card set by Topps.

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THE MAXX
TOPPS 1994

Full Set (90)	$12.00
Unopened Box	35.00
4-Card Foil Set	28.00
Single Cards	.10-.15
Single Foils	7.00

MIGHTY MORPHIN POWER RANGERS
COLLECT-A-CARD 1994

Full Set (72)	$12.00
Unopened Box	32.00
Commons	.10-.20
72-Card Etched Foil Set	45.00
Single Foils	.65

OLIVIA (Series 1)
COMIC IMAGES 1992

Full Set (90)	$10.00
Unopened Box	24.00
Signed Press Sheet	25.00
6-Card Prism Set	35.00
Single Cards	.10-.15
Single Prisms	6.50

OLIVIA (Series 2, All Prisms)
COMIC IMAGES 1993

Full Set (72)	$15.00

Unopened Box	34.00
6-Card Chromium Set	60.00
Single Prisms	25-35
Single Chromiums	10.00

OLIVIA (Series 3)
COMIC IMAGES 1994

Full Set (90)	$7.00
Unopened Box	32.00
6-Card Holochrome Set	45.00
6-Card Press Sheet	20.00
Mini-Press Sheet Certificate	25.00
2-Card Medallion Set	30.00
Olivia Signed Card	75.00
Single Cards	10-15
Single Holochromes	8.00

PLASM
THE RIVER GROUP 1993

Full Set (150)	$10.00
Unopened Box	19.00
Tin Set	60.00
Uncut Sheet Set (5,000)	19.00
Plasm Binder (1st print)	35.00
Plasm Binder (2nd print)	15.00
8-Card Hologram Set	58.00
1 Card Hologram (From Binder)	12.00
3 Embossed Hologram Set	50.00
1 Embossed (From Tin Set)	12.00
Single Cards	.05-.10
Single Holograms	8.00
Single Embossed Holograms	17.00
Jim Shooter Signed Card	55.00

REN & STIMPY (All Prisms)
TOPPS 993

Full Set (90)	$30.00
Unopened Box	22.00
4-Card Cheesy Set	12.00
50-Piece Sticker Set	24.00
Single Cards (Prisms)	.20-.25
Single Cheesy Cards	3.00
Single Stickers	.30-.50

RETURN OF SUPERMAN
SKYBOX 1993

Full Set (100)	$12.00
Unopened Box	27.00
4-Card Foil Set	63.00
Single Cards	15-20
Single Foil Cards	16.50

RETURN OF THE JEDI (Series 1)
TOPPS 1983

Full Set (132 Cards/33 Stickers)	$12.00
Unopened Box	22.00
Single Cards	.05-10
Single Stickers	10-15

RETURN OF THE JEDI (Series 2)
TOPPS 1983

Full Set (88 Cards/22 Stickers)	$8.00
Unopened Box	17.00
Single Cards	.05-10
Single Stickers	10-.15

Looks like Hellie's going to be dining on squab tonight. DC's oversized Sandman card set.

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THE SANDMAN
SKYBOX 1994

Full Set (90)	$22.00
Unopened Box	65.00
Commons	15-.25
1 Sleep of the Just	35
8 The Sound of Her Wings	.40
50 Ramadan	30
56 The Corinthian	.40
59 Nuala	30
60 Matthew the Raven	30
62 The Three Witches	30
63 Curaçan	.30
73 The Wise Old Siamese	30
76 Rose Walker	30
79 Lyta Hall & Daniel	35
81 Hector Hall & Garrett	.30
84 William Shakespeare	30
86 Calliope	30
88 Hob Gadling	30
89 Orpheus	30
90 Checklist	.30
Sandman/Morpheus Hologram	45.00

Endless Gallery Bonus Cards

Full Set (7)	$90.00
Single Endless cards	17.00
1 Dream/Morpheus	20.00
7 Death	20.00

SAVAGE DRAGON
COMIC IMAGES 1992

Full Set (90)	$8.00
Unopened Box	27.00
6-Card Prism Set	45.00
Single Prisms	8.00
Single Cards	.05-10

SHADOWHAWK
COMIC IMAGES 1992

Full Set (90)	$10.00
Unopened Box	28.00
6-Card Prism Set	48.00
Single Cards	10-15
Single Prisms	$9.00

THE SIMPSONS
TOPPS 990

Full Set (88 Cards/22 Stickers)	$6.00
Unopened Box	6.00
Single Cards	.05-10
Single Stickers	10-15

THE SIMPSONS
SKYBOX 1994

Full Set (80 Cards/10 Tattoos)	$10.00
Unopened Box	35.00
6-Card Cel Set	45.00
4-Card Glow-in-the-Dark Set	40.00
9-Card Wiggle Set	15.00
Single Itchy & Scratchy Cards	.10-15
Single Radioactive Man Cards	10-15
Single Simpsons Cards	10-15
Single Tattoos	10-15
Single Cels	8.00
Single Glow-in-the-Darks	1.00
Single Wiggles	2.00

SPIDER-MAN (Series 1)
COMIC IMAGES

Full Set (90)	$10.00
Unopened Box	50.00
6-Card Prism Set	95.00
Single Cards	10-15
Single Prisms	17.50

SPIDER-MAN (Series 2)
COMIC IMAGES

Full Set (90)	$8.00
Unopened Box	25.00
6-Card Prism Set	48.00
Single Cards	10-15
Single Prisms	9.00

SPIDER-MAN
FLEER 1994

Full Set (150)	$15.00
Unopened Box	42.00
Commons	10-.15
1 Stick to Walls	.20
2 Web-shooting	.20
3 Web-slinging	.20

"Would you like a celery stalk with your bloody kitty?" Everybody say, "Bon appétit!" From the Simpsons card set.

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4 Spider-Tracer	.20
5 Spider-agility	.20
6 Spider-signal	.20
7 Spider-strength	20
8 Spider-leap	.20
9 Spider-sense	.20
10 Vulnerable to Sonics	20
11 Web-shooting	.20
12 Spider-agility	.20
13 Living Costume	20
14 Disguise	.20
15 Fearsome	.20
16 Vulnerable to Fire	.20
17 Immune to Spider-sense	.20
18 Super Strength	.20
32 Spider-Man	.40
33 Cardiac	.20
36 Tombstone	.20
38 Demogoblin	.20
41 Spider-Man	40
46 Green Goblin	35
47 Spider-Man	.40
48 The Jury	.20
52 Kingpin	25
54 Rhino	20
61 Kraven	.20
62 Spider-Man	40
63 Chameleon	.20
64 Dr. Octopus	.20
66 Carnage	35
67 Venom	.40
68 Spider-Man	.40
69 Electro	.20
70 Lizard	20
71 Hobgoblin	.25
72 Mysterio	.20
73 Black Cat	20
75 Spider-Man	.40
79 Silver Sable	20
82 Spider-Man & Wolverine	.20
88 Spider-Man & the X-Men	20
89 Spider-Man & Venom	20
97 Spider-Man vs. Venom	25
98 Spider-Man vs. Carnage	.20

Look, Spidey can even stick to his nameplate! Fleer's Spider-Man card set.

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99 Spider-Man vs. Hobgoblin	.20
100 Spider-Man vs. Green Goblin	.20
107 Spider-Man vs. the Hulk	.20
119 Spider-Man vs. the Red Skull	.20
122 Mary Jane	.20
124 J. Jonah Jameson	20
125 Aunt May	20
127 Peter Parker	25
133 Maximum Carnage	20
141 Death of Gwen Stacy	20
142 The Wedding	20
145 Return of P. Parker's Parents	20
146 The Black Costume Saga	20
150 Checklist	.25

Holograms

Full Set (4)	$40.00
Single Holograms	10.00

Suspended Animation

Full Set (12)	$32.00
Single S.A. cards	3.50
1 Spider-Man	4.50
4 Venom	4.50
5 Carnage	4.50
7 Spider-Man	4.50
10 Spider-Man	4.50

Suspended Animation
(12-card magazine jumbo)

Full Set (6)	$40.00
Single S.A. cards	7.00
1 Venom	10.00
3 Spider-Man	10.00
6 Carnage	10.00

Suspended Animation
(11-card Wal-Mart jumbo)

Full Set (6)	$35.00
Single S.A. cards	7.00
1 Spider-Man	10.00
6 Spider-Man	10.00

SPLATTERBALL
THE RIVER GROUP 1993

Tin Set (30)	$21.00

STAR TREK (TV)
TOPPS 1976

Full Set (88 Cards/22 Stickers)	$275.00
Unopened Box	350.00
Single Cards	2.75-3.25
Single Stickers	3.25-3.75

STAR TREK (Movie)
TOPPS 1979

Full Set (88 Cards/22 Stickers)	$34.00
Unopened Box	85.00
Single Cards	25-30
Single Stickers	40-.45

STAR TREK III (Movie)
F.T.C.C. 1984

Full Set (60 Cards/20 Spaceships)	$40.00
Unopened Box	90.00
Single Cards	.45-.55
Single Spaceships	.45-.55

STAR TREK IV (Movie)

"Why Spock, is that a phaser in your pocket or are you just glad to see me?" From the Star Trek 25th Anniversary series 1.

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the card price guide

F.T.C.C. 1987
Full Set (60 Cards) $35.00
Unopened Box 50.00
Single Cards .55-.65

STAR TREK 25TH ANNIVERSARY (Series 1)
IMPEL/SKYBOX 991
Full Set (160) $10.00
Unopened Box 18.00
2-Card Hologram Set 18.00
Single Cards .05-.10
Single Holograms 9.50

STAR TREK 25TH ANNIVERSARY (Series 2, #161-310)
IMPEL/SKYBOX 1991
Full Set (150) $10.00
Unopened Box 8.00
2-Card Hologram Set 18.00
Single Cards .05-.10
Single Holograms 9.50

STAR TREK: DEEP SPACE NINE
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (48) $4.00
2-Card Spectra Set 6.00
Single Cards 10-.15
Single Spectras 3.50

STAR TREK MASTER SERIES
SKYBOX 1993
Full Set (100) $12.00
Unopened Box 30.00
5-Card Spectra Set 60.00
Single Cards 10-.15
Single Spectras 15.00

STAR TREK: TNG
SKYBOX 1992
Full Set (120) $10.00
Unopened Box 18.00
Tin Set (10,000) 65.00
4-Card Hologram Set 28.00
Send-Away Hologram 7.00
Single Cards 10-.15
Single Holograms 7.00

STAR TREK: TNG BEHIND THE SCENES
SKYBOX 1993
(Available in Factory Sets Only)
Full Set (35) $12.00
Single Cards .30-.35

STAR TREK: THE NEXT GENERATION THE EPISODES COLLECTION
SKYBOX 1994
Full Set (100) $13.00
Unopened Box 30.00
Commons 10-.15
6-Card Embossed Foil Set 40.00
2-Card Hologram Set 40.00
Tribute Card 4.00
Single Embossed Foils 7.00
Single Holograms .20.00

STAR WARS
TOPPS 1977
Series 1 Full Set (66/11 Stkrs,Blue) $60.00
Unopened Box 180.00
Commons .60-.75
Series 2 Full Set (66/11 S's,Red) 40.00
Unopened Box 125.00
Commons .35-.55
Series 3 Full Set (66/11 S's,Yellow) 50.00
Unopened Box 150.00
Commons .35-.55
Series 4 Full Set (66/11 S's,Green) 50.00
Unopened Box 150.00
Commons .60-.55
Series 5 Full Set (66/11 S's,Brown) $35.00
Unopened Box 0.00
Commons .35-.55
Series 1/3 Stickers 1.25-1.75
Series 2/4 Stickers .85-.00

STAR WARS GALAXY
TOPPS 1993
Full Set (140) $15.00
Full Set (Uncut Sheets) 30.00
Unopened Box 35.00
6-Card Spectra Set 48.00
6-Cd Spectra Set (Uncut Sh't) ...85.00
Single Cards 10-.20
Single Spectras 8.00

SUPERMAN (TV)
TOPPS 1966
Full Set (66) $225.00
Single Cards 3.25-4.00

SUPERMAN (Movie, Series 1)
TOPPS 1978
Full Set (77 Cards/6 Stickers/ 6 Foil) $22.00
Unopened Box 60.00
Single Cards 15-.25
Single Stickers 45-.55
Single Foils 45-.55

SUPERMAN (Movie, Series 2, #78-165)
TOPPS 1979
Full Set (88 Cards/6 Stkrs/10 Foil) $25.00
Unopened Box 75.00
Single Cards 15-.25
Single Stickers 45-.55

SUPERMAN II (Movie)
TOPPS 1981
Full Set (88 Cards/22 Stickers) $13.00
Unopened Box 29.00
Single Cards .05-.10
Single Stickers .25-.30

SUPERMAN III (Movie)
TOPPS 1983
Full Set (99 Cards/22 Stickers) $7.00
Unopened Box 17.00
Single Cards .05-.15

SUPERMAN: DOOMSDAY
SKYBOX 1993
Full Set (100) $40.00
Unopened Box 115.00
2-Card Foil Set 42.00
4-Card Spectra Set 79.00
Single Cards 40-.50
Single Foils 21.00
Single Spectras 21.00

TINY TOON ADVENTURES
CARDZ 994
Full Set (60) $11.00
Unopened Box 25.00

This whole crew could use a good buffing and waxing. Topps gives us the Star Wars Galaxy set.

"And now, I, Doomsday, shall administer the fatal noogie!!" Superman: Doomsday card set.

Single Cards 10-.20
3-Card TekChrome Set 24.00
Single TekChromes .8.00

TODD McFARLANE (Series 1)
COMIC IMAGES 1989
Full Set (45) $12.00
Unopened Box 36.00
Single Cards 20-.30

TODD McFARLANE (Series 2)
COMIC IMAGES 1990
Full Set 45) $12.00
Unopened Box 36.00
Single Cards .20-.30

UNITY
COMIC IMAGES 1992
Full Set (90) $ 0.00
Unopened Box 39.00
6-Card Chromium Set 72.00
Single Cards .20-.30
Single Chromium Cards 12.00
Bloodshot Chromium Promo 27.00
Turok Chromium Promo 27.00
Ninjak Chromium Promo .22.00
Ninjak 4-by-6 Promo .36.00

VALIANT ERA
PYRAMID 993
Full Set (120) $10.00
Unopened Box .20.00
Wooden Box Set (100 made and numbered) 210.00
9-Card First App. Set 45.00
9-Card Unseen Art Set 36.00
SFX X-O Manowar 18.00
Hologram Header Card 10.00
Card With Chicago Comic-Con Back 1.00
Single Cards 10-.15
Single First App. Cards 5.50
Single Unseen Art Cards 4.00

WILDC.A.T.S
TOPPS 1993
Full Set (100) $8.00
Unopened Box 22.00
6-Card Prism Set 55.00
Single Cards .05-.15
Single Prisms 10.00

WIZARD'S IMAGE CARDS
(Series 1)
WIZARD PRESS 1992

1	Spawn	$4.00
1	Spawn (Gold)	20.00
2	Shadowhawk	3.00
2	Shadowhawk (Gold)	5.00
3	The Savage Dragon	3.00
3	The Savage Dragon (Gold)	15.00
4	Image Jam (pt.1)	5.00
4	Image Jam (pt. , Gold)	30.00
5	Image Jam (pt.2)	5.00
5	Image Jam (pt.2, Gold)	30.00
6	Cyberforce	3.00
6	Cyberforce (Gold)	15.00
7	WildC.A.T.s	3.00
7	WildC.A.T.s (Red Foil)	8.00
7	WildC.A.T.s (Gold)	15.00

This lady should have used Oil of Olay! From the Unity card set.

8	WetWorks	3.00
8	WetWorks (Gold)	15.00
9a	Holly Daye	2.00
9a	Holly Daye (Gold)	15.00
9b	Santa the Barbarian	2.00
9b	Santa the Barbarian (Gold)	15.00
9c	Santa Todd	2.00
9c	Santa Todd (Gold)	15.00

WIZARD'S IMAGE CARDS
(Series 2)
WIZARD PRESS 1993

1	Pitt	$3.00
1	Pitt (Gold)	15.00
2	The Maxx (New York)	5.00
2	The Maxx (New York, Gold)	17.00
2a	The Maxx (Australia)	12.00
3	Youngblood (Home Team)	5.00
3	Youngblood (Home Team, Gold)	17.00
3a	Youngblood (Away Team)	12.00
4	StormWatch	3.00
4	StormWatch (Gold)	15.00
5	Supreme	3.00
5	Supreme (Gold)	15.00
6	Battlestone	3.00
6	Battlestone (Gold)	15.00
7	Shaman's Tears	3.00
7	Shaman's Tears (Gold)	15.00
8	Shadowhawk (masked)	3.00
8	Shadowhawk (masked, Gold)	15.00
8a	Shadowhawk (unmasked)	10.00
9	Codename: Stryke Force	2.75
9a	Codename: Stryke Force (Gold)	15.00

WIZARD SPECIAL CARDS
WIZARD PRESS 1993
The Spirit $3.00
The Spirit (Gold) 15.00
The Spirit Eisner Autographed Card (Gold Star. 1,000 ed.) 75.00
Superman 4.00
Superman (Gold) 18.00
Youngblood (#0) 3.00
Youngblood (#0, Gold) 10.00

"Who says short people got no reason to live?" The Emp is featured in Topps's WildC.A.T.s card series.

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the card price guide

X-Men 3.00
X-Men (Gold) 15.00

WOLVERINE: FROM THEN 'TIL NOW (Series 1)
COMIC IMAGES 1988
Full Set (45) $15.00
Unopened Box $8.00
Single Cards 20-.30

WOLVERINE: FROM THEN 'TIL NOW (Series 2)
COMIC IMAGES 1992
Full Set (90) $8.00
Unopened Box 29.00
6-Card Prism Set 48.00
Single Cards 20-.25
Single Prisms 7.50

X-FORCE
COMIC IMAGES 1991
Full Set (90) $2.00
Unopened Box 22.00
Single Cards 10-.15
Jefeld Signed Card (1,000 ed.) 55.00

X-FORCE
IMPEL (SKYBOX) 1991
Full Set (5) $15.00
1 Cable 5.50
2 Shatterstar 3.25
3 Deadpool 3.00
4 Sunspot & Gideon 3.00
5 Team 3.25

X-MEN
COMIC IMAGES 199
Full Set (90) $16.00
Unopened Box 32.00
Single Cards 15-.20

X-MEN COVERS (Series 1)
COMIC IMAGES 1990
Full Set (90) $7.00
Unopened Box 24.00
Single Cards 10-.15

X-MEN COVERS (Series 2)
COMIC IMAGES 1990
Full Set (45) $4.00
Unopened Box 24.00
Single Cards 10-.15

X-MEN (Series 1)
SKYBOX 1992
Full Set (100) $32.00
Tin Set (2,500) 70.00
Unopened Box 65.00
Cap City Gold Magneto H'gram 0.00
Commons 15-.20
1 Beast .35
2 Wolverine 1.50
3 Havok .30
6 Nightcrawler .30
11 Professor X .30
12 Psylocke .55
14 Storm .40
17 Cyclops .70
18 Gambit 1.25
19 Cable 1.25
20 Archangel .80
24 Jean Grey .60
25 Colossus .65
26 Warpath .25
29 Jubilee .30
30 Shatterstar .25
33 Forge .30
36 Rogue .75
38 Bishop .75
41 Magneto .85
43 Deadpool .30
46 Juggernaut .25
51 Apocalypse .25
52 Sabretooth 1.50
58 Stryfe .25
60 Omega Red .30
62 Mystique .25
71 X-Men Gold .55
72 X-Men Blue .55
73 X-Factor .25
74 X-Force .25
75 Excalibur .25
77 Mutant Liberation Front .25
82 Dark Phoenix .25
83 Longshot .25
94 Gambit .45
95 Wolverine .45
98 Cable .45
Jim Lee Signed Card (w/stamp) 82.00

Holograms
Full Set (5) $30.00
H-1 Wolverine 8.25
H-2 Cable 8.75
H-3 Gambit 7.50
H-4 Magneto 6.00
H-5 The X-Men 6.00

X-MEN (Series 2)
SKYBOX 1993
Full Set (100) $21.00
Tin Set 65.00
Unopened Box 55.00
Commons .20-.25
Archangel .45
3 Bishop .30
5 Cable .90
9 Colossus .50
10 Cyclops .60
12 Gambit .90
13 Jean Grey .60
20 Nightcrawler .35
24 Psylocke .60
27 Rogue .60
36 Wolverine .90
43 Cable (vs. Stryfe) .35
44 Stryfe (vs. Cable) .35
49 Wolverine (vs. Omega Red) .40
50 Omega Red (vs. Wolverine) .40
52 Wolverine vs. Sabretooth) .40
53 Sabretooth (vs. Wolverine) .40
62 Deadpool .35
85 X-Men Blue Team .50
86 X-Men Gold Team .50
91 Sabretooth Unleashed .30
93 Persuasion Gambit-Style .30
98 The Claws of Wolverine .30
H-X Wolverine 3-D 45.00

30th Anniversary Foils
Full Set (9) $40.00
Single Anniversary Foil cards 5.25
G-1 Cable 5.75
G-2 Cyclops 5.75
G-9 Wolverine 5.75

Hologlots
Full Set (3) $36.00
H-1 Cable 15.00
H-2 Magneto 13.00
H-3 Storm 14.00

X-MEN
FLEER ULTRA 1994
Full Set (150) $18.00
Unopened Box 50.00
Unopened Jumbo Box 75.00
Commons 25-.35
1 Cyclops .50
2 Rogue .50
3 Beast .45
4 Gambit .60
5 Jubilee .45
6 Wolverine .60
7 Psylocke .50
8 Revanche .45
10 Iceman .45
11 Bishop .50
12 Archangel .50
13 Storm .50
14 Jean Grey .50
15 Sabretooth .60
16 Professor X .60
17 Nightcrawler .50

"Run Wolvie! It's Strawberry Fluff Man! Aaaaggghhh!" X-Men series 1

"Whatsa matter Maggie-Waggie? Did ums get a boo-boo? Fler' Ultra X-Men set

21 Cable .60
22 Shatterstar .40
25 Cannonball .45
29 Havok .45
30 Polaris .45
31 Forge .45
32 Strong Guy .45
33 Wolfsbane .35
35 Random .45
40 Longshot .45
43 Weapon X (Wolverine) .50
44 Mirage .35
45 Magma .35
46 Sunfire .35
47 Weapon X .35
48 Grizzly .35
49 G.W. Bridge .35
50 Hammer .35
51 Maverick .35
52 X-Treme .35
53 Copycat .35
54 Colossus .50
55 Magneto .60
56 Mr. Sinister .45
60 Apocalypse .45
64 Stryfe .40
74 Mojo .45
80 Sentinels .45
97 Cyclops .50
98 Iceman .50
99 Angel .50
100 Beast .50
101 Marvel Girl .50
102 Professor X .50
103 Mutant Massacre .45
104 Fall of the Mutants .45
105 Inferno .45
106 X-Tinction Agenda .45
107 X-Cutioner's Song .45
108 Fatal Attractions .45
109 X-Men Gold/1 .45
110 X-Men Gold/2 .45
111 X-Men Gold/3 .45
112 X-Men Blue/1 .45
113 X-Men Blue/2 .45
114 X-Men Blue/3 .45
115 X-Force/1 .40
116 X-Force/2 .40
117 X-Force/3 .40
118 X-Factor/1 .40
119 X-Factor/2 .40
120 X-Factor/3 .40
121 Excalibur/1 .40
122 Excalibur/2 .40
123 Excalibur/3 .40
124 Wedding of Cyclops/J. Grey 1 .40
125 Wedding of Cyclops/J. Grey 2 .40
126 Wedding of Cyclops/J. Grey 3 .40
134 Dark Phoenix .40
137 Wolverine vs. Sabretooth .50
138 Wolverine vs. Cyber .40
139 Wolverine vs. Omega Red .40
140 Wolverine vs. Hulk .40
141 Wolverine vs. Thing .40
142 Wolverine vs. Spider-Man .40
143 Wolverine vs. Silver Samurai .40
144 Wolverine vs. Hellfire Club .40
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"We must go to the same hair stylist, Logan-san." X-Men series 2

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TOP 10 HEROES & VILLAINS OF THE MONTH

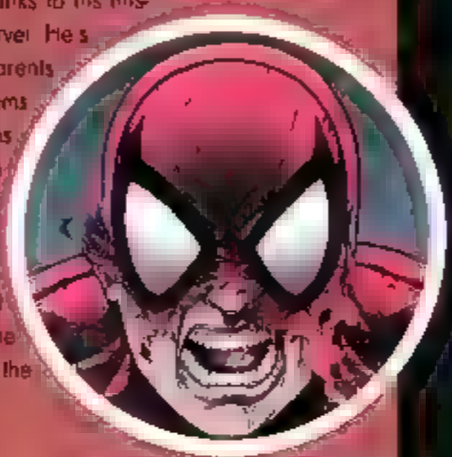
This list doesn't track the number of copies which a specific character sells each month. It doesn't pay any attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.

1. SPAWN

Whoa. Looks like Spawn here just finished readin those two Spawn/Batman crossover books. Can I blame the guy for being so upset, d be cryin too if I was written like that. Nevertheless, he shouldn't get too down in the dumps. Since his debut a couple of summers back, Spawny has become one of the most popular characters in comicdom. He stars in one of the most consistently best-selling titles out there, appears on a line of apparel, and will soon be featured in what looks to be a top-notch toy line. Oh, and a cartoon and movie are rumored to be in the works. Man, if Spawn is crying, he's crying all the way to the bank.

2. SPIDER-MAN

Hey, I think Spidey just finished readin the Batman/Spawn books, too. I guess he blew out the front of his mask yelling *"What **is** this crap?!?"* So aside from readin two of the worst stories in comic history, what has ol' Webhead been up to? All sorts of crazy things, thanks to his mischievous pals over at Marvel. He's had problems with his parents (they were robots), problems with his marriage, problems with clones. Heck, even his forthcoming toy line and animated series couldn't turn this guy's frown upside down. (If we could only get James Cameron to direct the Spidey flick—that'd cheer the web-slinger up.)



3. BATMAN

It looks like Richard Lewis has taken over as Gotham City's protector in this shot. We can see it now: "Oy. How can possibly stop all of this crime when I have no self-confidence? This is all my mother's fault." Anyway, the events that were kicked off last spring with "Knightfall" and that ran throughout the very nifty "Knightquest: The Crusade" and "Knightquest: The Search" are all coming to a climax in the cheery storyline dubbed "Knightsend" (adios, Jean Paul). The trick now is to see if the Batteam can keep up the juice through *Zero Hour* and whatever's left of the DC Universe after that.

4. SUPERMAN

Hey, Supes, howzit feel to taste your own bridgework? Yummy? We didn't think so. Anyway, it sure looks like our pal Kal-E has been burning the candle at both ends lately. First he died and came back (as *five* different people); then his powers went nuts and he became a threat to all around him; then he went up against Doomsday (the fella who killed him) for round 2; then Lex Luthor beat up Metropolis (yup, he beat up the whole city); then he and the Milestone heroes saved Metropolis and Dakota from a mailman (those guys are nothing but trouble). On the plus side, Supes now has enough frequent flier miles for a free vacation.

Spawn is a registered trademark of Todd McFarlane Productions Inc. Spawn © Todd McFarlane. Spider-Man ™ & © Marvel Entertainment Group. Batman and Superman ™ & © DC Comics.

8. WOLVERINE

OK, let's see if we can't clear up this whole Wolverine origin mystery. Simply judging from what we see in this picture, Wolvie's not Canadian, he's not Japanese (that's a toughie), he's...Italian! Hey, just look at all that hair! Geez, you'd have to shave this guy with a rider-mower. Not that this has anything to do with anything, but we gotta fill this space somehow. Aside from his 107 different action figure variations and his weekly exposure on the X-Men cartoon show, Logan's recent trials and tribulations in *X-Men* and his own title have made for some of the most entertaining Wolverine stories in quite a while.

6. GAMBIT

Hmmm...Richard Grieco as Gambit in a live-action X-Men movie. Nah, he couldn't do the accent. Even though he's a lookalike for the former star of *21 Jump Street* and *Booker*, Gambit here has become one of Marvel's more popular characters. Being a mutant X-Man helps (weird...being a mutant makes you popular?), but he's a pretty cool character nonetheless. His ability to charge objects with explosive power, his awesome agility and fighting style, and the fact that he's making time with Rogue has won the admiration of all his male fans, while everything listed above plus his looks minus the Rogue thing keeps his female fan base growing.

7. PROPHET

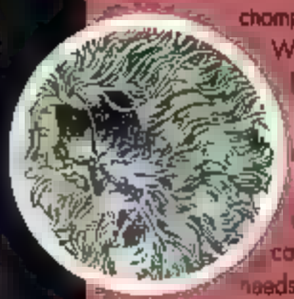
We've narrowed it down to three reasons why Prophet here could be so upset. First, he's bald and has a tube plugged into his head. Unless you're a Borg, that's not a happening thing. Second, he has no pupils, making it really tough for him to read books like *Spawn/Batman*, *Archer & Armstrong*, *Secret Defend*...actually, that "gift horse" maxim comes to mind here. And finally, he's completely misproportioned. That's gotta stink. You can only buy clothes from Andre the Giant's widow, the nine-piece Chicken McNuggets isn't enough and the 20-piece is too much, and the urinals are so darn low. I'd be upset too.

5. PRIME

Hey, a rock star in *Wizard*'s Top 10 Heroes & Villains! Who is he, the lead singer for Soundgarden? Alice in Chains? Pearl Jam? Uh uh, it's that studly 13-year-old with an attitude, Kevin Green, best known for his protoplasmic Prime persona. The childlike hero with a flowing red cape and yellow wrist bracers recently had a run-in with the macho Ultrahero Firearm, who made Kevin rethink his idea of a manly hero. Hence the chain-toting, safety-pin-earringed, spiked-headband bad boy called Rogue Prime. Two of the only things that remained constant in his book were the storytelling and the art: *Prime* is still one of the best comics on the market today!

9. SABRETOOTH

Since Sabretooth is rapidly losing momentum on the hot character charts, we're not sure what he thinks is so funny. I mean, c'mon, the 'tooth here was built up to be the next Wolverine, and fans were chomping at the bit to get into this maniacal, prewimpy-Wolverine-like character. However, his storyline—he's being kept prisoner in the X-Mansion in an attempt to rehabilitate him—was recently kinda pushed to the sidelines. Even though he's heavily featured in the Toy Biz line of X-Men toys and in multiple episodes of the red-hot X-Men cartoon, his presence in Marvel's comics really needs to be beefed up.



10. VAMPIRELLA

What the...?!? Vampirella? Vampirella made it into the Top 10? Awesome! Aside from giving us a new character to write about (you try writing about Spawn for six months in a row), a pretty face like hers is always a welcome sight. Hot bad girls are newly popular in comics (if you don't believe me, check out back issues of *Vampirella*, *Lady Death*, and *Shi: ¡Mucho caliente!*), and Vampirella leads the pack, probably because her costume is smaller than all the other bad girls' nonsuits. Thanks to that and her new *Vengeance of Vampirella* series, another scorching book, Vampi looks set to remain a hot commodity for quite some time.

MORT OF THE MONTH

Now it's time to look at the lamest character of the month, or, as we like to call 'em, the Mort of the Month!

COMPOSITE SUPERMAN

Wouldja lookie-lookie here! He's Superman, he's Batman, he's a floor wax, he's a dessert topping! He's the Composite Superman! Yes sir, once again we've reached into the pre-*Crisis* DC pit and pulled out another bag of swill with legs. Though not quite as lousy as past morts, the Composite Superman definitely deserves to be a Mort of the Month. Y'see, Joe Meach, the janitor at the Superman Museum (?), was cleaning the area in front of the Legion of Super-Heroes display when a bolt of lightning hit the statues and Meach, somehow granting him all the powers of the Legion (every single lousy member). So after this janitor got the power, he did what you'd do: he went out to kick Superman and Batman's butts. He did a fair job of it, too, but the powers faded and he turned back into a janitor. (He later regained the powers thanks to a meddling alien but died in that second outing. Shame, huh?)

MORTOMETER

Wolverine, Gambit, and Sabretooth ™ & © Marvel Entertainment Group. Prophet ™ & © Rob Liefeld Inc. Prime ™ & © Malibu Comics Entertainment Inc. Vampirella ™ & © Harris Publications Inc. The Composite Superman ™ & © DC Comics.

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Amazing Spider-Man #149

Artist: *Ross Andru*
Writer: *Gerry Conway*
Publisher: *Marvel Comics*
Release date: *October 1975*

Wow. things just can't get any stupider than this. To acclimate yourself to the extreme depths of absurdity reached in this issue, go read the Stupid but True on page 111 if you haven't already done so. It'll make this pill go down more smoothly. Go ahead we wait. Hmm-hmm.

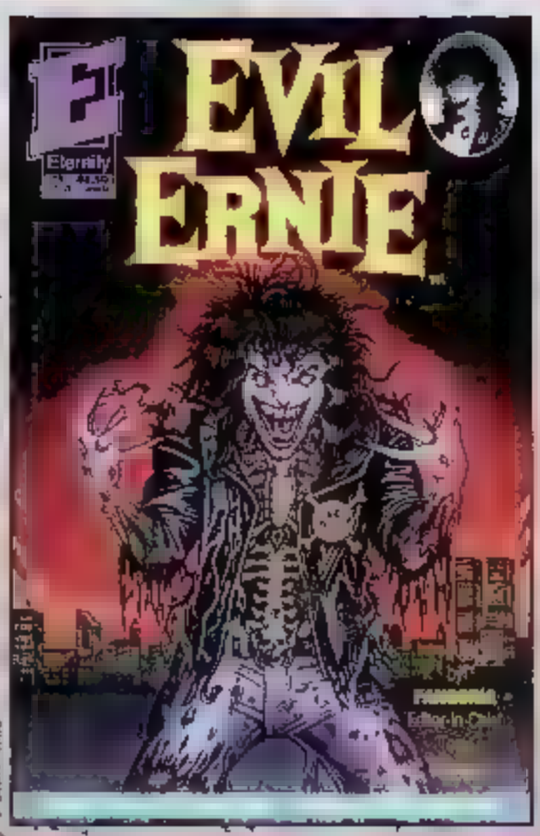
Ah, you're back. Knowing that Marvel was silly enough to give Spidey a Spider-Mobile should make the fact that this issue also featured a Spider-Man clone a little easier to accept.

"Spider-Man clone?" you say. See, Spidey's college biology teacher, Miles Warren, aka the Jackal, cloned Spidey. (Neat trick for a biology teacher.) The two Spideys, each of whom believed himself to be the genuine article, battled it out. During the slugfest, one died. maybe.

It's never been made 100-percent clear which Spider-Man might have bit the big one. From the looks of it, there's about to be two Spideys in the Marvel Universe. One first appeared in *Amazing Fantasy* #15, currently valued at $17,500; the other right here in *Amazing Spider-Man* #149, valued at $16. This could be the biggest Comic Watch sleeper book of all time.

Value then: $1.75
Value now: $3.00

One year ago this month, the *Wizard* Comic Watch spotlighted *Superman: The Man of Steel* (series) #[illegible], the first full appearance of the Eradicator.



Evil Ernie (vol. 1) #1

Artist: *Steven Hughes*
Writer: *Brian Pulido*
Publisher: *Eternity*
Release date: *December 1991*

It looks like Evil Ernie is doing his impression of a fanboy who just shelled out five bucks to read a copy of *Batman/Spawn* (i.e., an unhappy camper). Anyways, this low-profile book (only 12,400 printed!) is starin' to smoke in the back issue bins for two reasons.

First off, it's the first appearance and origin of title character Evil Ernie. While that's of only mediocre importance, a hot babe by the name of Lady Death is also introduced in this issue. Yup, the same Lady Death who recently starred in the scorching-hot three-issue *Lady Death* mini-series. (You must have seen it. A tall blonde woman doing a Dolly Parton impression in undersized black underwear? Chromium cover? It's hard to miss.)

The current popularity of bad girl comics coupled with the fact that this issue's print run was next to zero makes for one sizzlin'-hot back issue ripe for the pickin'—if you can find it.

Value then: $8.00
Value now: $10.00

One year ago this month, the *Wizard* Comic Watch spotlighted *Megaton* #4, the first appearance of Vanguard.

PICKS

FROM THE WIZARD'S HAT

HERE'S A LISTING OF THE HOTTEST BOOKS SHIPPING IN JULY!

Zero Hour #4 - #0

Artists: Dan Jurgens & Jerry Ordway
Writer: Dan Jurgens
Release Date: July & August
Cover Price: $1.50 each

If you're a longtime comics fan, you already know what *Crisis on Infinite Earths* did in terms of unscrambling DC's timeline mess. It also created a whole batch of new problems that had to be dealt with. With that in mind, DC has produced a sequel to *Crisis*: the much-awaited *Zero Hour: Crisis in Time*. (That title's so ominous that our collective sphincters tighten just hearing it.)

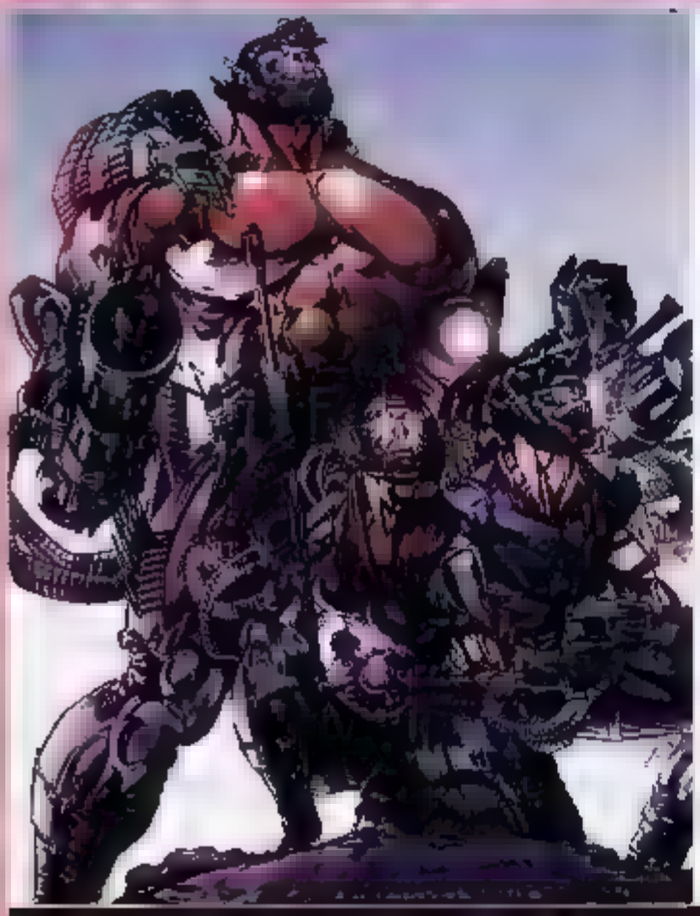
In *Zero Hour*, you'll witness the death and rebirth of the DC Universe. According to *Zero Hour* writer/penciler Dan Jurgens, "Initially, we'll see Batgirl, [once paralyzed,] running around. Then we'll see a multitude of Hawkmen flying around that we've never seen before. From there we'll realize that something is wrong. . . Time has never been truly settled since *Crisis*. There are energy and time anomalies causing other timelines to merge with our own. This is *Zero Hour*."

Throughout this epic five-part mini-series, we'll be treated to such events as the death of the Flash (again?!) the final fate of the Justice Society (again?!?), and, in the monumental issue #0, the end of everything (again?!?). To help alleviate further continuity confusion, issue #0 will also have a six-page fold-out chart depicting the entire reconstituted DC timeline so you can figure out where every character fits in the larger scheme of things.

Jurgens says of *Zero Hour*, "It's meant to give a better sense of how all the characters relate to one another after 55 years of the DC Universe." Makes perfect sense to us.

All characters TM & © DC Comics

WetWorks #1



WetWorks ™ & © Acme Entertainment Inc. DBA Wildstorm Productions

Artists: Whilce Portacio & Scott Williams
Writers: Whilce Portacio & Brandon Choi
Release Date: July 5
Cover Price: $1.95

As most of you dedicated *Wizard* readers know, *WetWorks* was originally set to premiere in October 1992 as the last of the original seven image titles. Due to some unfortunate and unforeseen circumstances in the life of series artist and creator Whilce Portacio, *WetWorks* was put on indefinite hiatus—until now.

WetWorks is the remains of Team 7, the covert government squad that counted Deathblow, Grifter, Backlash, and Dane among its members. The name "WetWorks" comes from the term for a killing done in close quarters that wets the killer with his victim's blood. Needless to say, those of you readers out there who are adverse to violence may want to shy away from this one and stick to your daily regimen of *Barbie Fashion* and *Archie's Pals & Gals*.

In the kickoff issue of this mini-series, the covert team is sent on a mission to Europe to stop some civil unrest. While there, they run into the bloodsucking legion known as the Vampire Nation. During the course of the mini-series, the team will acquire symbiotic golden armor (sorta like a gold-plated Venom or Carnage), which will heighten their power. In fact, it should make 'em formidable enough to tangle with the WildC.A.T.s, a battle we'll see in the future of this overdue but not-to-be-overlooked title.

Brute & Babe: "...it begins..." Monument Set 1

Artists: Bart Sears & Andy Smith
Writer: Bart Sears
Release Date: July
Cover Price: $3.95

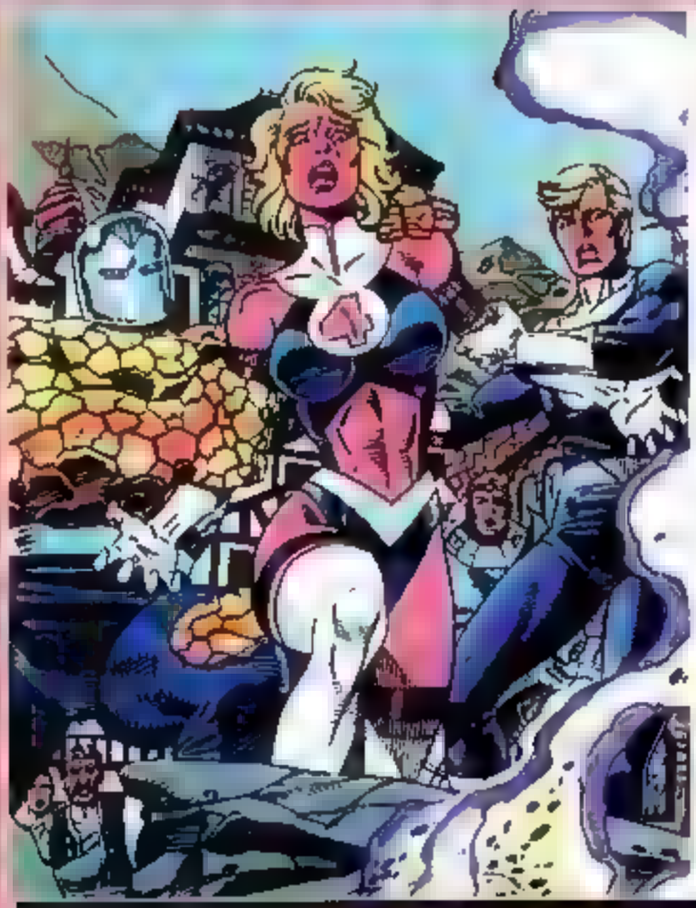
Fresh from the pages of Bart Sears's Brutes & Babes column—found in this here comic magazine—comes *Brute and Babe: "... it begins..."*, the initial offering from Sears's new Ominous Press. The story features Brute (aka Mael) searching for the woman who "shares his destiny," Sears says. Of course, that woman is Babe (no, not the John Byrne character we wrote about her on page 59). The book consists of 16 pages of comic story plus an eight-page Ominous preview that'll give all you fans the low-down on what titles and characters to expect from Bart's new company.

Brute & Babe will come your way as a special monument or tablet set instead of the regular stapled-pages format. What in tarnation is a monument set? Well, the cover is essentially a folder that contains 16 two-sided unstapled pages. The entire package ships in a clear plastic case for maximum effect.

When asked about this format, Sears replies, "For Ominous, the tablet format will be used for our high-end releases, only for our most important and worthy stories that deserve special attention." He adds, "We look at a tablet as being an image that is cast in stone, something more permanent that a fan can have forever." Join Bart and the rest of the Ominous crew for the first of what he calls "relentlessly powerful comics."

Brute & Babe ™ & © Bart Sears

Fantastic Four #392



Artists: Paul Ryan & Dan Bulanadi
Writer: Tom DeFalco
Release Date: July 26
Cover Price: $1.50

Just about a year ago, there were a slew of rumors swirling around like a dead goldfish in a toilet about the demise of the Fantastic Four and the creation of a new team, the Fantastic Force. The mighty powers that be at Marvel (read: Editor-in-Chief Tom DeFalco) said pee-shaw, there's no such thing.

Well, maybe the idea kinda sounded cool to Marvel anyway, because in this issue you lucky readers get treated to the first appearance of the Fantastic Force and the end of the Fantastic Four. In this, the epic conclusion to the "Nobody Gets Out Alive" storyline, we'll find out the identity of the deadly Dark Raider. Sue Richards and her problem child Franklin will go to battle as allies for the first time. Sue will decide to track down Reed Richards one way or another and go off on her merry way. Johnny Storm will decide to quit the team, and Ben Grimm will take off, leaving Ant-Man as the only hero at Four Freedoms Plaza.

According to Ralph Macchio (the FF editor, silly, not the *Karate Kid* guy!), "The team realizes things aren't going as well as they should be, and the Black Panther begins to put together the Fantastic Force." The team consists of Franklin, Myydas (an Inhuman), a Wakandan called Vibraxis (this name's just begging for a joke, but we'll refrain), Huntarra, and Kismet. Jeez, this almost makes us wish for the days when the fourth member was She-Hulk, Luke Cage, or even Medusa! But hey, this issue should be pretty interesting!

Uncanny X-Men #316

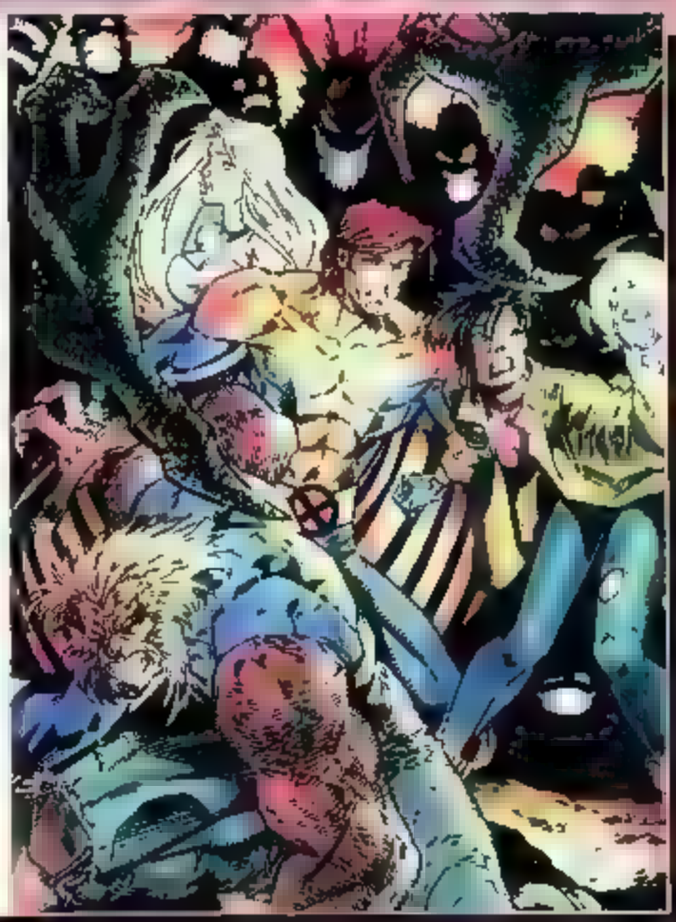
Artist: Joe Madureira
Writer: Scott Lobdell
Release Date: July 5
Cover Price: $1.50 (Newsstand Ed.)
$2.95 (Collector's Ed.)

There's a whole lotta stuff brewing in the mutant camp this summer, and it all centers around the deadly deeds perpetrated by those technobaddies, the Phalanx. The Phalanx have been trying to kill the X-Men for quite some time now (since *Uncanny X-Men* #311), and it seems like they may just have the juice to pull it off!

That's the gist of the massive storyline called "Phalanx Covenant." It encompasses three separate crossover stories, the first of which, "Generation Next," begins in this book. The other two crossovers, "Life Signs" and "Final Sanction," depict different aspects of war against the Phalanx.

In the course of "Generation Next," most of the X-Men are kidnapped by the devious Phalanx, leaving it up to Jubilee and Banshee to save a batch of young muties whom the Phalanx have targeted for destruction. Who do they recruit to help them? Two of the X-Men's most deadly adversaries: Sabretooth and the White Queen.

"Generation Next" will continue in the pages of *Uncanny* #317 and *X-Men* #36-#37 before the introduction of the next generation of mutants, Generation X—to be led by Banshee and the White Queen—this fall. *Uncanny* #316 features the fantastic pencils of the fast-rising Joe Madureira (Marvel, if you're listening, give this guy *Uncanny* full time—he's the goods!)



MORE PICKS

"Zero Hour" Checklist

SHIPPING

JULY 12, 1994

Zero Hour #4
Batman #511
Flash #94
Legionnaires #18
Superboy #8
Superman: The Man of Steel #37
Valor #23

JULY 19

Zero Hour #3
Batman: Shadow of the Bat #31
Green Lantern #55
Hawkman # 3
Justice League America #92
Superman #93

JULY 26

Zero Hour #2
Adventures of Superman #516
Detective Comics #678
Justice League Task Force #16
L.E.G.I.O.N. '94 #70
Outsiders #11
Steel #8
Team Titans #24

AUGUST 2

Zero Hour #1
Action Comics #703
Anima #7
Catwoman #14
Damage #6
Darkstars #24
Green Arrow #90
Guy Gardner Warrior #24
Justice League International #68
Legion of Super-Heroes #61
Robin #10
Showcase '94 #10

AUGUST 9

Zero Hour #0

The following pages list the grooviest titles shipping in July. Books marked by the *Wizard* Recommended Reading sign promise to deliver solid, well-written stories. Comics marked by the *Wizard* Junior Picks sign should be excellent reads for youngsters. Don't overlook these books on the comic rack!

Action Comics #703

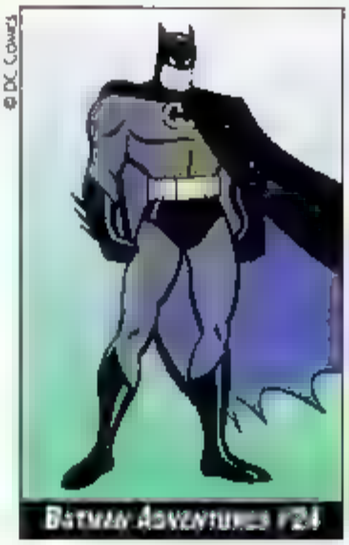
DC COMICS A "Zero Hour" crossover. The doody really hits the fan as Metropolis completely blinks out of existence. Talk about a bad day at the office! By David Michelinie, Jackson Guice, and Denis Rodier. **$1.50**

Action Comics Annual #6

DC COMICS John Byrne writing and drawing Superman? Is this a "Zero Hour" crossover or something? Well, no...it's an "Elseworlds" story. Mr. Byrne has young Kal-El crash in 18th century England. When he grows up, he radically alters the events of the American Revolution, creating a very different 20th century America. How different? Well, read the book and find out for yerself. Besides, it's by that Byrne guy, so it should be a decent read. **$2.95**

Archie #428

Babe #1


Batman Adventures #24

Donald Duck Adventures #28

Adventures of Superman #516

DC COMICS A "Zero Hour" crossover. In the aftermath of the Smallville crisis (pretty clever how we fit "crisis" in there, eh?), Superman returns to an altered Metropolis, where he's been retroactively replaced as the city's greatest hero by...Alpha Centurion? And just who has Lois been smooching? These pressing issues will be addressed by Karl Kesel, Barry Kitson, and Ray McCarthy. **$1.50**

Archie #428

ARCHIE Veronica believes she has Archie all to herself at the beach...until Betty gets a job working at the beach's concession stand. Also: is Veronica staying faithful? Archie goes undercover to find out. **$1.50**

Babe #1

LEGEND/DARK HORSE Hey, look! Another John Byrne book. (Sheesh, the guy's all over the place!) She's incredibly strong, nothing hurts her, she can breathe underwater, and she can make funny animals out of balloons...but she doesn't know who she is, where she came from, or why she was found on a highway without any clothes on. She's Babe and she's...well, a babe. She meets up with a Hollywood agent who wants to make her famous and get her out of his hair! Light-hearted fun from writer/artist/letterer/card shark John Byrne, who, when asked if Babe will have green skin, answers: "It's *not* She-Hulk!" **$2.50**

Barbie Fashion #45

MARVEL Ken and Barbie go out to catch some rays while Skipper studies Roman history and learns that honesty is always the best policy (and that ain't no lie). **$1.50**

MORE PICKS

BATMAN #511

DC COMICS A "Zero Hour" crossover. When "Zero Hour" calls for Batman, Barbara Gordon—Batgirl—answers the phone. Not only is she no longer crippled, she has no memory of ever being so! Worse than that, there's the Barbara Gordon who is crippled to contend with. Who's the real McCoy? We dunno—read the book! By Doug Moench and Mike Manley. **$1.50**

BATMAN ADVENTURES #24

DC COMICS Has Kyodi Ken returned from the grave??? Well, he or someone exactly like him is prowling the streets of Gotham, and Batman is keen to find out why. **$1.50**

BATMAN: SHADOW OF THE BAT #31

DC COMICS A "Zero Hour" crossover. Alfred Pennyworth, the trusty detective? Yes, this "other" Alfred is more of a bother than he usually is to Batman—he gets in the way when Batman tries to stop a gang of killers. (I thought "Zero Hour" was supposed to get rid of crap like this.) By Alan Grant and Bret Blevins. **$1.95**

BONE #15

CARTOON BOOKS Fone Bone and Thorn return to the farm, while Smiley and Phoney continue to pay off their debt by washin' dishes at the tavern. Starting in this issue, learn Phoney's connection to the Rat Creatures! Written and drawn by Jeff Smith, who says, "The title of the story is 'Double or Nothing'. Back in the bar, Lucius and Phoney Bone make a little bet, double or nothing. Phoney bets that he can get people to give him money for nothing, and Lucius takes him up on it. If Phoney wins, he's free from washing dishes for the rest of his life. If not... well, it would be bad." **$2.95**

DETECTIVE COMICS #678

DC COMICS A "Zero Hour" crossover. The events of "Zero Hour" unexpectedly grant Bruce Wayne his ultimate wish: a world where his parents were never gunned down by Joe Chill. But will Batman try to fix this anomaly—or leave the world the way he's always wanted it to be? By Chuck Dixon, Graham Nolan, and Scott Hanna. **$1.50**

DONALD DUCK ADVENTURES #26

GLADSTONE Meet the "Sheriff of Bullet Valley" and "The Pirates of Ashcanistran." This baby has a scorchin' cover painted by legendary Donald Duck artist Carl Barks. **$2.95**

DOOM'S IV #1

IMAGE The book that Steven Spielberg demanded! They're Doom's IV: Grimm, Burn, Slyder, and Brick. They fight against the maniacal Doom Corp. To see why, check out this book. (And remember: Spielberg optioned this stuff for a future movie. See it here for the first time.) By Rob Liefeld and Mark Pacella. **$2.50**

GREEN LANTERN #55

DC COMICS A "Zero Hour" crossover. Amidst the carnage that has been in his life of late, Kyle Rayner learns how to recharge his GL ring and whether or not it has a fail-safe against killing. Rayner is also recruited by Superman and Metron to help fight the zaniness that's happening to their world. Meanwhile, the Golden Age GL (ugh! another aspect that "Zero Hour" was supposed to get rid of...) tells Kyle the truth about his predecessor Hal Jordan. By Ron Marz, Derek Aucoin, Darryl Banks, and Romeo Tanghal. **$1.50**

HANNA-BARBERA ALL-STARS #2

HARVEY A mix of stories this month featuring Yogi Bear, Dino, Fred and Barney, and Magilla Gorilla (who's for sale, by the way). **$1.50**

HELLSHOCK #1

IMAGE This light-hearted tale of madness, violence, and obsession introduces Hellshock, a guy born of mortal mother and supernatural (and unknown) father. But can he make the ultimate sacrifice by saving another? Beats the hell outta us. Yep, it's your all-American tale of good and evil by writer/artist/midwife Joe Lee. **$1.95**

todd McFARLANE

ALMOST MONTHLY FROM IMAGE COMICS

MORE PICKS

JETSONS #3
HARVEY This issue's story: the Jetsons take a vacation to Journeyback Park, where dinosaurs once again roam the earth. **$1.50**

MARS ATTACKS #3
TOPPS Despite his wounds and his case of the hiccups, National Guardsman Bridges single-handedly takes on the Martian Death Squads that are destroying his town. Meanwhile, the Martian commander must deal with the only Earth weapons that can demolish his forces: nuclear submarines. By Keith Giffen and Charles Adlard. **$2.95**

MORTAL KOMBAT #1
MALIBU The scorchin'-hot video game is now a scorchin'-hot Malibu comic! Join Sonya Blade, Kano, Raiden, Liu Kang, Scorpion, Sub-Zero, and Johnny Cage as fate (and creators Charles Marshall, Patrick Rolo, and Bobby Rae) brings them together for a mysterious tournament on an equally mysterious island. Each races after a magical book, and the winner gets to face Goro, the half-man, half-dragon guy. **$2.95**

NEW WARRIORS #51
MARVEL Soooo... what exactly do you do with 14 New Warriors? Well, you could go the current Marvel way and create about a dozen spinoff books. Or you could just do it the old-fashioned Marvel way and give some members a reason to leave. This issue opts for the latter. A great jumping-on point for new readers, who can witness the making of an all-new team! By Fabian Nicieza, Richard Pace, and Larry Mahlstedt. **$1.50**

PRIME #14
MALIBU Fed up with acting like a "responsible adult" and being ravaged by the press, Prime alienates the world even more when he tells the gangs of Los Angeles to stand up and fight for their rights. (Is this guy nuts or what?) Also, this issue introduces a new villain: the Voodoo Master, heir to the crime empire of the Monkey Woman (from *Solitaire*). By Gerard Jones, Len Strazewski, and Danck Robertson. Strazewski says, "Basically, the Kevin Green inside of Prime is starting to get fed up with the way adults treat teenagers. And there's a Prime scandal..." **$1.95**

SPAWN #23

SUPERBOY #8

ROBIN #10

SAVAGE DRAGON #12

THE RAY #5
DC COMICS It's father vs. son when the original Ray decides to punish Ray Jr. by taking back his powers because Jr. mishandled the crisis that almost destroyed Philadelphia. Talk about a funny slappin'. By Christopher Priest, Howard Porter, and Robert Jones. **$1.95**

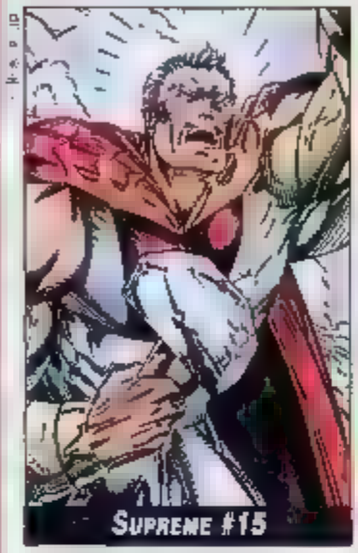
ROBIN #10
DC COMICS A "Zero Hour" crossover. Robin meets... Robin? That's right: Tim Drake meets up with a 13-year-old Dick Grayson in Robin garb. Both team up to stop the Weasel, who's a master thief. By Chuck Dixon, Tom Grummett, and Ray Kryssing. **$1.50**

SANDMAN #63
VERTIGO/DC Not a "Zero Hour" crossover. Actually, this book is still smack dab in the middle of the humongo "The Kindly Ones" storyline that, rumors have it, will end up with Sandman dying or being canned in Singapore for keying some new cars. Which will it turn out to be? Only Neil Gaiman, Marc Hempel, and D'Israeli know for sure. **$1.95**

SAVAGE DRAGON #12
IMAGE A mysterious green-skinned woman from the Dragon's past appears (She-Hulk?). Does she know anything about his mysterious past? Also: a new SuperPatriot is introduced, but who is he and where the heck is he from? By Erik Larsen, who creates too many dam characters for his own good (he only winds up killing them off anyway). **$1.95**

SHOWCASE '94 #10
DC COMICS A "Zero Hour" crossover. Learn what happens to Azrael in "Azrael: Aftermath," which leads into the forthcoming *Azrael* ongoing series. Also, a special "Zero Hour" tie-in story wherein Clock King, Chronos, Calendar Man, and Time Commander (all tied for crappiest names in existence, by the way) learn how screwed up the concept of time in the DC Universe has become. By a motherlode of various creators. **$1.95**

MORE PICKS


SUPREME #15

VIOLATOR #3

SPAWN #23
IMAGE Spawn is being hunted by the police, CIA, FBI, and YMCA. (Spawny was hangin' around the locker room too much.) Who will reach him first? (Our bet's on the YMCA, 'cause they don't eat as many donuts and they've got the Village People on their side.) Plus: someone figures out Spawn's true identity. By Todd McFarlane. **$1.95**

THE SPECTRE #22
DC COMICS "The Spear of Destiny" storyline reaches its stunning climax this issue as Superman arrives to halt the Spectre's rampage. Y'see, Supes has the Spear of Destiny—the only weapon that can stop the Spectre—and he has a presidential order from Bubba Clinton to contain Specky or destroy him. By John Ostrander and Tom Mandrake, with a painted cover by Alex (*Marvels*) Ross. Ostrander, who now owns this beautiful piece of cover art, hints, "Basically, it's Superman vs the Spectre. But don't put your money on the Spectre..." **$1.95**

SUPERBOY #8
DC COMICS A "Zero Hour" crossover. Recuperating from last issue's "Worlds Collide" shenanigans, Superboy comes face to face with "Zero Hour" when he visits Smallville and meets another Superboy. Needless to say, a brawl ensues, and you can bet it'll be a good time. (For the readers, that is.) By Karl Kesel, Tom Grummett, and Doug Hazlewood. Kesel loves the situation. "Y'know, thank god for 'Zero Hour' or this never would've happened! This is never gonna happen again, kids. It's a once-in-a-lifetime event. It's one of my favorite issues." **$1.50**

SUPERMAN #93
DC COMICS A "Zero Hour" crossover. "Kal-El meet Jor-El and Lara. Jor-El and Lara, meet Superman." (Well, it goes something like that, I'm sure.) Anyway, Superman's real parents are back and they want to take him home to a Krypton that never really exploded. Y'see, about 30 years ago, the Kryptonians just *thought* their planet might explode. (Reason enough to rocket your kid into space.) By Dan Jurgens with Joe Rubinstein. **$1.50**

SUPERMAN: THE MAN OF STEEL #37
DC COMICS A "Zero Hour" crossover. For the first time since the "Knightfall" and death of Superman storylines, Batman and Superman meet up and have some tea and chat about the wacky things that've been happening to the DC Universe. Plus, a spaceship lands in Smallville piloted by... Jor-El and Lara, Superman's biological (and very dead) parents?! By Louise Simonson, Jon Bogdanove, and Dennis Janke. **$1.50**

SUPREME #15
IMAGE "Supreme Madness," part 4 (of 6). Supreme and Spawn finally come together to do some damage! On some coffee, that is. Spawn becomes Supreme's therapist and listens to his problems. Oh well. That woulda been a cool fight. At least in *Supreme* #16, Supreme pounds StormWatch into hamburger. All this is by Extreme Studios. (Who do they mean by that—"by Extreme Studios"—anyway? Does everyone who works there chip in? The cleaning crew? The receptionists? Those pesky insects that eat the cookie crumbs off the floor? Who exactly?) **$2.50**

UNCLE SCROOGE #288
GLADSTONE "The Life and Times of Scrooge McDuck," part 4 (of 12). Young Scrooge tries to acquire the infamous Anaconda Copper Mine. **$1.50**

VIOLATOR #3
IMAGE The Violator tackles Spawn, and the Vandalizer tackles the Violator. The winner gets pork rinds and Citrus Gatorade. That is, if creators Alan Moore, Greg Capullo, and Mark Pennington don't get to those goodies first. **$1.95**

WILDC.A.T.S #12
IMAGE Part 3 of the four-part Huntsman storyline. Zealot and some of her pals team up with the Huntsman to battle Tapestry and the pesky rug pals for the souls of the WildC.A.T.s. By Chris Claremont, Jim Lee, and Scott Williams. **$2.50**

WOLVERINE #85
MARVEL "Final Sanction," part 1 (of 2). Wolvie, Cyclops, and

WILDC.A.T.S #12

X-MEN #36

MORE PICKS

Phoenix continue their search for the missing X-Men as they battle the growing forces of the Phalanx. The conclusion, *Cable #16*, ships in August. By Larry Hama and Adam Kubert. **$3.50 (COLLECTOR'S EDITION); $2.50 (NEWSSTAND EDITION)**

X-Factor #106

MARVEL "Life Signs," part 1 (of 3). X-Factor, Excalibur, and X-Force join forces to battle Phalanx as Doug Ramsey returns from the grave. (How original.) Plus, Forge is seduced by the Dark Side of the For...er, Phalanx, I mean. This book ties in with the upcoming *Generation X* book. By Todd DeZango, Jan Duursema, and Al Milgrom. **$2.95 (COLLECTOR'S EDITION); $2.00 (NEWSSTAND EDITION)**

X-Force #38

MARVEL "Life Signs," part 2 (of 3). Rahne and Forge escape the For—er, Phalanx (what kind of word is "phalanx" anyway?) with the help of a formerly deceased Doug Ramsey. But is Doug a greater threat than the Phalanx? By Fabian Nicieza, Tony Daniel, and John Holdredge. **$2.95 (COLLECTOR'S EDITION); $2.00 (NEWSSTAND EDITION)**

X-Men #36

MARVEL "Generation Next," part 2 (of 4). The Phalanx continue their hunt for young mutants around the globe, while the X-Men are still missing. (Geez, I hope Marvel can find their big breadwinners before it's too late! They pay all the bills.) By Fabian Nicieza, Andy Kubert, and Matt Ryan. **$2.95 (COLLECTOR'S EDITION); $1.50 (NEWSSTAND EDITION)**

X-Men Adventures Season II #8

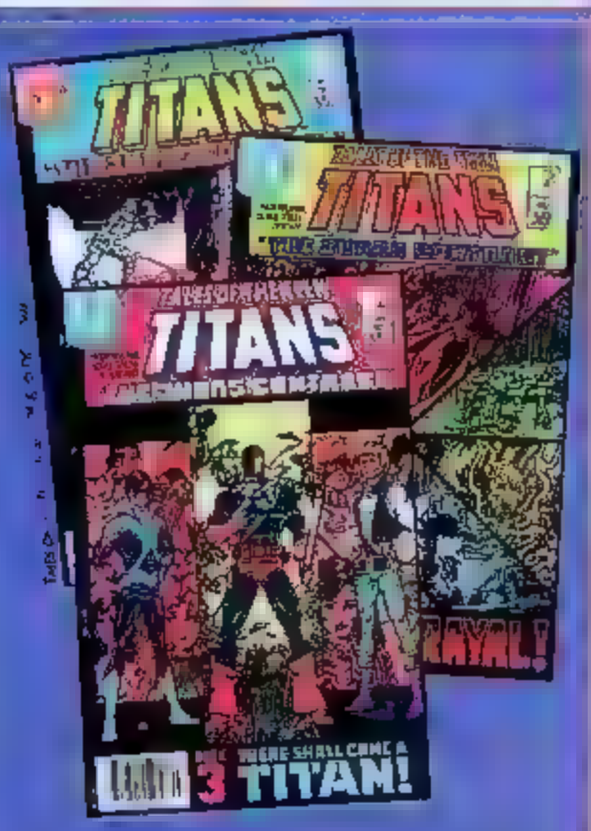
MARVEL "Time Fugitives," part 2 (of 2). Bishop and Cable race against time to halt the growing mutant technovirus now running rampant. And will Wolverine's healing factor have a part in the cure? **$1.25**

Youngblood #7

IMAGE Overkill (somebody explain that "T" to me) ambushes Badrock (he ambushes the entire town of Badrock?) while he's on vacation. As if that wasn't bad enough, Troll and Graves go at it, and more is revealed about Knight Sabre (no relation to Knight Rider. Speaking of which, did you know that David Hasselhoff has a singing career? He's really big in Egypt or somewhere). Also, Col. Bravo continues to search for Youngblood. By Rob Liefeld with Danny "Minnie and" Miki. **$2.50**

good & cheap

Good-readin' books you can still pick up cheap!



Tales of the Teen Titans #42-#44, Annual #3

Writer: *Marv Wolfman*
Artists: *George Pérez, Dick Giordano, and Mike DeCarlo*
Current Total Value: *$10.50*

During the early 1980s, some of DC's top-selling books were those starring the New Teen Titans. Marv Wolfman and George Pérez had a lengthy run on the book they had began, and they highlighted it with the tragic four-part "Judas Contract" storyline.

You see, the writer and penciler team had a plan: they would introduce another young teenager to the team in *New Teen Titans #26* who would join the group in #30. Her name was Terra, and she had the power to control earth and rock and shape it to her will. The character met with tremendous response from the readership.

Unfortunately, Wolfman and Pérez would pull the rug out from under it. From the outset, the creators' intent was to make Terra a traitor who would destroy the Titans from within. With the help of Deathstroke the Terminator, readers witnessed Terra fulfill the "Judas Contract" by dismantling the Titans and giving them to her contractors—the evil organization known as the H.I.V.E.

During this storyline, Dick Grayson—the lone Titan to escape the villains—became Nightwing, and Jericho was introduced. In the end, the heroes triumphed, but at a price, and the Titans would never be quite the same again. ☆

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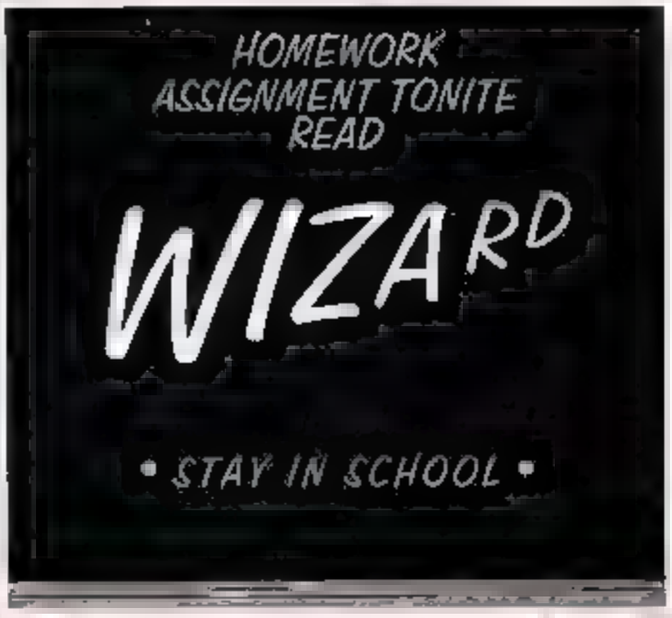

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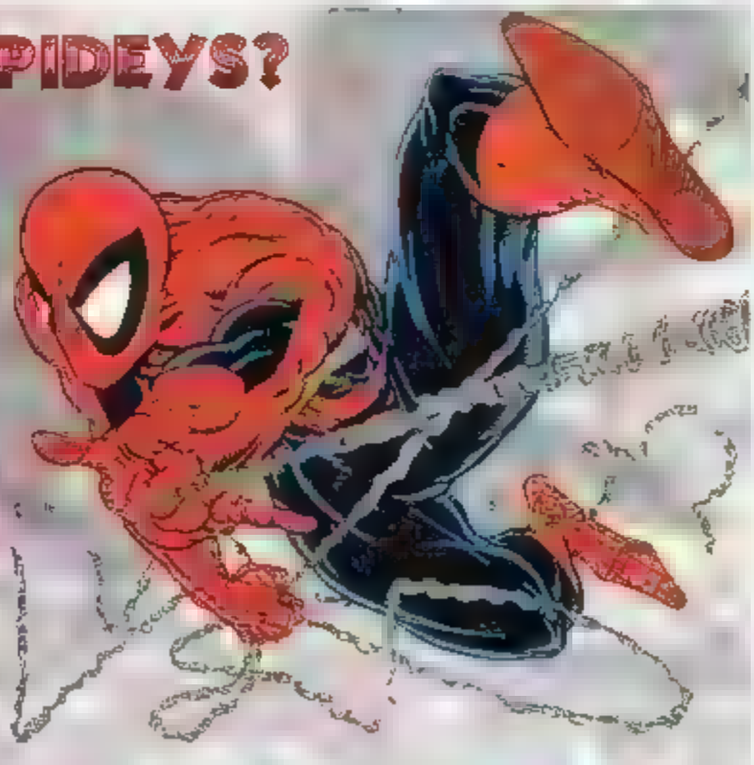

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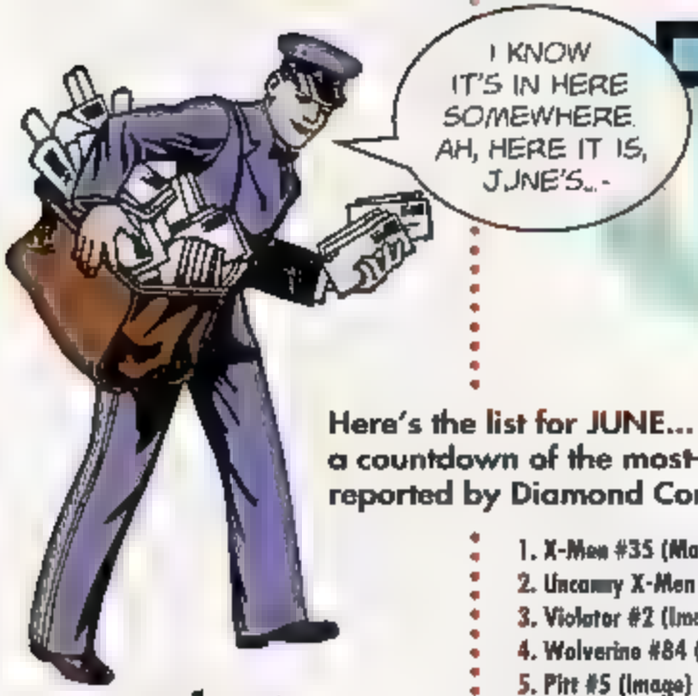

TOP 100

Here's the list for JUNE... a countdown of the most-ordered titles as reported by Diamond Comic Distributors Inc. (CE=Collector's Edition)

What was hOt 1 yeAr ago...

1. Deathmate Prologue (Image)
2. Spawn #14 (Image)
3. Shadowhawk II: The Secret Revealed #2 (Image)
4. Cyberforce #0 (Image)
5. Sabretooth #1 (Marvel)
6. Savage Dragon #1 (Image)
7. Union #1 (Image)
8. Doom's IV #1 (Image)
9. Secret Weapons #1 (Valiant)
10. X-Force #25 (Marvel)

2 yeArs ago...

1. Amazing Spider-Man #365 (Marvel)
2. Spirits of Vengeance #1 (Marvel)
3. X-Men #11 (Marvel)
4. Spawn #2 (Image)
5. Uncanny X-Men #291 (Marvel)
6. X-Force #13 (Marvel)
7. Ghost Rider #28 (Marvel)
8. Savage Dragon #1 (Image)
9. Infinity War #3 (Marvel)
10. Spider-Man #25 (Marvel)

Who's in the tOp100?

	# books in Top 10	# books in Top 50	# books in Top 100
Marvel	4 (+0)	18 (+1)	34 (5)
Image	3 (+0)	15 (-1)	19 (-3)
DC Comics	2 (1)	15 (-1)	23 (-1)
Hamilton	1 (+1)	1 (+1)	1 (+1)
Valiant	0 (+0)	1 (+0)	18 (+10)
Bongo	0 (+0)	0 (+0)	2 (+1)
Dark Horse	0 (+0)	0 (+0)	1 (3)
Harris	0 (+0)	0 (+0)	1 (+1)
Axis	0 (+0)	0 (+0)	1 (+1)

(+ or - indicates change from last month's listings)

1. **X-Men #35 (Marvel)**
2. **Uncanny X-Men #315 (Marvel)**
3. **Violator #2 (Image)**
4. **Wolverine #84 (Marvel)**
5. **Pitt #5 (Image)**
6. **Gen[13] #5 (Image)**
7. **Mighty Morphin Power Rangers #1 (Hamilton)**
8. **X-Force #37 (Marvel)**
9. **Batman/Punisher: Lake of Fire (DC)**
10. **Batman #510 (DC)**
11. Superman #92 (DC)
12. Cyberforce #6 (Image)
13. Adventures of Superman #515 (DC)
14. Superman: The Man of Steel #36 (DC)
15. Batman: Legends of the Dark Knight #63 (DC)
16. X-Men 2099 #11 (Marvel)
17. Action Comics #702 (DC)
18. Detective Comics #677 (DC)
19. X-Factor #105 (Marvel)
20. Adv. of Cyclops & Phoenix #4 (Marvel)
21. Deadpool #1 (Marvel)
22. Youngblood #6 (Image)
23. Marvels #0 (Marvel)
24. Batman: Shadow of the Bat #30 (DC)
25. Amazing Spider-Man #392 (Marvel)
26. Kindred #4 (Image)
27. Beavis & Butt-Head #6 (Marvel)
28. The Chaos Effect Alpha (Valiant)
29. StormWatch #10 (Image)
30. Robin #9 (DC)
31. Venom: Nights of Vengeance #1 (Marvel)
32. Adventures of Superman Annual #6 (DC)
33. Catwoman #13 (DC)
34. Deathblow #6 (Image)
35. Spider-Man #49 (Marvel)
36. Cable #14 (Marvel)
37. Fantastic Four #391 (Marvel)
38. Superboy #7 (DC)
39. Savage Dragon #11 (Image)
40. Supreme #13 (Image)
41. Union #0 (Image)
42. Green Lantern #54 (DC)
43. Codenome: Stryke Force #5 (Image)
44. Spider-Man 2099 #22 (Marvel)
45. Incredible Hulk #420 (Marvel)
46. Supreme #14 (Image)
47. Excalibur #80 (Marvel)
48. Brigade #26 (Image)
49. Sandman #63 (DC)
50. Team Youngblood #10 (Image)
51. Ninjak #8 (Valiant)
52. Steel #7 (DC)
53. Superboy Annual #1 (DC)
54. Spectacular Spider-Man #215 (Marvel)
55. Brigade #10 (Image)
56. Web of Spider-Man #115 (Marvel)
57. Newmen #3 (Image)
58. Star Wars: Droids #3 (Dark Horse)
59. The Chaos Effect Omega (Valiant)
60. Force Works #2 (Marvel)
61. Daredevil #331 (Marvel)
62. New Warriors #50 CE (Marvel)
63. Bloodstrike #11 (Image)
64. Judge Dredd #1 (DC)
65. Spider-Man: Web of Doom #1 (Marvel)
66. Robin Annual #3 (DC)
67. X-O Manowar #33 (Valiant)
68. Ghost Rider 2099 #4 (Marvel)
69. Turok, Dinosaur Hunter #16 (Valiant)
70. The Ren & Stimpy Show #21 (Marvel)
71. Bloodshot #20 (Valiant)
72. Lobo: In the Chair #1 (DC)
73. Aquaman #1 (DC)
74. Spider-Man: The Arachnis Project #1 (Marvel)
75. Itchy & Scratchy Comics #3 (Bongo)
76. Psi-Lords #3 (Valiant)
77. Magnus Robot Fighter #41 (Valiant)
78. Radioactive Man #412 (#4) (Bongo)
79. Silver Surfer #95 (Marvel)
80. Blaze #1 (Marvel)
81. Solar, Man of the Atom #38 (Valiant)
82. Archer & Armstrong #26/Eternal Warrior #26 (Valiant)
83. Armorines #5 (Valiant)
84. Spider-Man Unlimited #6 (Marvel)
85. Vengeance of Vampirella #3 (Harris)
86. Rai #26 (Valiant)
87. Avengers #377 (Marvel)
88. Secrets of the Valiant Universe #2 (Valiant)
89. Shadowman #29 (Valiant)
90. The Second Life of Dr. Mirage #11 (Valiant)
91. Black Flag Preview Edition (Image)
92. Harbinger #34 (Valiant)
93. H.A.R.D. Corps #23 (Valiant)
94. Secret Weapons #13 (Valiant)
95. Vamps #1 (DC)
96. Lobo #8 (DC)
97. Shaman's Tears #3 (Axis)
98. The Punisher Meets Archie: When Worlds Collide (Marvel)
99. Captain America #430 (Marvel)
100. X-Man Adventures Season II #7 (Marvel)

TOP 10 JULY 1994

***Wizard*, by staying in touch with hundreds of dealers throughout the country, keeps a close eye on the country's hottest books. Here are the 10 best-selling comics for JULY '94.**

Artists
S. McManus & C. Nocon
Writers
R. Liefeld & K. Hathaway

Supreme #12?!? Yes, *Supreme* #12 is the *caliente* comic this month, and not because of the death of a major character or the introduction of a new one or even because of a major plot revelation or crossover. This book is hot as a pistol in Drew Barrymore's holster because of the cover artist, Stephen Platt; you fans just can't seem to get enough of this guy. Yes, once again, those wacky Extreme Studios guys gave fans an additional glimpse of Mr. Platt's art and again they caused an immediate sellout on the stands. Maybe this will give more fans a chance to check out what's going on inside the book as well. *Supreme* is one of the better titles put out by Extreme Studios—it's pretty underrated.

Artist
Tim Sale
Writers
Brandon Choi & Jim Lee

Another one of those alternate cover books from those folks at Image (this time via the Wildstorm contingent), this is one of three alternate cover books to crack the Top 10 this month. We're sitting here in the *Wizard* Top 10 Headquarters readin' comics, eating Twinkies, watching Cindy Crawford workout videos, playing *Mortal Kombat II*, and wondering if this is the start of a trend. Will every publisher looking to call attention to its titles release additional covers? This cover was shipped to retailers to the tune of one for every four copies (that's 25 percent for you non-math types), with the alternate cover featuring artwork by Whilce Portacio as sort of an introduction for new readers to his impressive style of work.

Artists: B. Booth & S. Regla
Writers: Brandon Choi & Jim Lee

Another one of those alternate cover books from those folks at Image (this time via the Wildstorm contingent), this is one of three alternate cover books to crack the Top 10 this month. We're sitting here in the *Wizard* Top 10 Headquarters readin' comics, eating Twinkies, watching Cindy Crawford workout videos, playing *Mortal Kombat II*, and wondering if this is the start of a trend. Will every publisher looking to call attention to its titles release additional covers? This cover was shipped to retailers to the tune of one for every four copies (that's 25 percent for you non-math types), with the alternate cover featuring artwork by Whilce Portacio as sort of an introduction for new readers to his impressive style of work.

Artist: J. Scott Campbell
Writer: Brandon Choi

That's right, boys and girls, Image gave us a nice big payoff and we've decided to rename this section the Image Top 10 Comics. *Gen*^{13} #1, the first non-"guest cover" book to crack the Top 10 this month, is harder to find than good looks on Whoopi Goldberg. Despite (because of?) an advertising campaign that hit months before the actual book did, retailers came down with amnesia and forgot to order healthy quantities of the title. However the comic-buying public didn't forget about this title and turned out in droves to obtain copies of it. This caused an immediate sellout as well as immediate secondary market activity, putting this mini-series as a whole into a sales orbit that it doesn't appear it will come out of any time soon.

Artist: Steven Hughes
Writer: Brian Pulido

The first of the bad girls to show her pretty face around the Ol' Top 10 Ranch, *Lady Death* #1 is one tough doggie to rope. What we're trying to say here is that this here book is next to impossible to get a hold of. Up two spots from last month, this book can attribute its staying power to a teensy-weensy print run, a beautiful chromium cover, and the fact that bad girl comics are starting to take the market by storm. Judging by some of the Lady's astronomical anatomical attributes, we'd have to imagine that this title holds a lot more weight in the comic collections of our male readers out there than the female ones (it probably has the exact opposite effect on most female collectors, in fact).

Artist: Dan Panosian
Writer: Rob Liefeld

Dropping five slots from last month *Prophet* #4A, the Platt-covered issue that grabbed the industry by its collective privates, has hit a bit of a slump. Though Mr. Platt's art is still selling books like nobody's business, the variant book craze has been kind of milked dry. (Here's a hint to all the variant cover-loving publishers, including us: try something new.) Less than 20 percent of *Prophet* #4's nonmonstrous print run was slapped with a Platt cover and comic collectors, being a somewhat kooky breed, had to have this version, resulting in comic shops nationwide finding themselves a wee bit short on this bad boy. Proving that he doesn't need gimmicks to be hot, Platt's current unallocated run on *Prophet* is selling strong, with fans gobbling up the stuff.

Artists: W. Tucci & H. Mercadocasio
Writers: W. Tucci & P. Gutierrez

Hey, it's the Crow's mom. Did she think the movie had a crappy ending too? Regardless, Shi here (who's not really the Crow's mom, for all you "sharp as clay" comic fans out there) had an extremely low-ordered premiere issue, with all 50,000-plus copies whisked off the newsstands quicker than a fad losing popularity in comics (believe it, comic fan!). So anyway, *Shi* follows the exploits of Ana Ishikawa, one very hot babe with kick-butt fighting skills that she combines with an ancient Oriental philosophy in her war on evil. With the current trend in comics being scantily clad superheroines bending into all sorts of weird positions, it's no wonder that this book sold like it did. Shi's parading around at the beginning of the book wearing bubkiss certainly turned a few heads.

Artist: Buzz
Writer: Tom Sniegoski

More scantily clad women! Hot dog. I can't think of a better way to further alienate our female readers than covering these books and sounding like a bunch of sexist slobs in the process. Gareb'll be so proud. Anywho, *Vampi* here demonstrates that regardless of the Earth's gravitational pull, no costume can ever be too small. Heck, it must be tough enough keeping certain body parts tucked in that costume when you're just standing there, let alone when you're running, jumping, and fighting bad guys. Quite a feat. This book, like *Lady Death* and *Shi*, appeals to readers for obvious reasons, but then when the books sell out and cause a commotion, all the collectors hop aboard and drive the whole market crazy. The trick is to turn 'em all into fans and see if they'll stick around for future issues.

Artist: J. Scott Campbell
Writer: Brandon Choi

This was an extremely hyped book—ads began appearing as early as last spring—but the project was rescheduled for a later release. A four-page teaser for the book was featured in *Wizard* #30, an exclusive *Gen*[13] #1/2 issue was offered by *Wizard*, and then the final project was handled rather well. It was drawn very nicely, it had a decent storyline and decent script, and fans were really taken by the characters, a band of superpowered youths on the run from a bunch of bent scientists. Pretty good stuff, and very underordered by retailers. With *Gen*[13] #1 clocking in at No. 4, #2 at No. 9, and the subsequent issues also doing fairly well, Image has a definite winner on its hands with this baby. (And if that didn't sell ya, there's a whole bunch of scantily clad babes in here as well!)

Artist: Alex Ross
Writer: Kurt Busiek

Ah, finally, a book that doesn't have any scantily clad anything in it or any sort of weird variant gimmick. *Marvels*, the four-issue series that chronicled the birth of the Marvel Universe, did well for one reason: it was good. While fewer and fewer comics every month can lay claim to being a good book, *Marvels* stood up and smacked everyone in their faces with its fantastic storytelling and breathtaking art. The subject matter, the Silver Age Marvel Universe, was certainly an asset, but in a day and age when creators seem to have forgotten how to do comics, Busiek and Ross whipped butt! What made this a semitough-to-find book was its $5.95 cover price (worth every penny) and the fact that retailers, as a rule, cut back on their orders for a #2 issue of anything. Oops. ☆

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INDUSTRY

Wizard Market Watch

by
Jon Warren

Supply & Demand

Trends have a way of taking shape during the summer, partly because of the big conventions that are held each year. Millions of dollars change hands at shows like the annual San Diego Comic Con. These big shows are like a microeconomy, helping establish prices in the comics market.

The *Wizard* Price Guide editors keep up with the ever-changing comics market by attending these shows, talking to collectors and dealers, and meeting with our many *Wizard* VIPs and networkers. All this is part of our ongoing efforts to bring you the best price guide in the hobby.

DESERT (1991-1993)

The deluge of comics—over 1,100 are published monthly—has created a supply and demand phenomenon that is worthy of note here. Retailers are gun-shy, underordering new releases to insure that they don't get stuck with unsold books. This has created some low supply/high demand situations on certain titles with very limited print runs, like *Lady Death* #1, *Bone*, and *Vengeance of Vampirella* #1. These low print runs are in effect low supplies. Publishers only print what comic book stores order, so when collectors want more than what a store has, prices escalate, because store owners usually pay more to restock books than they do to stock them in the first place.

If the publishing glut continues to cause retailers to be conservative, more books will come under this supply/demand effect. One of the best ways to avoid having to pay over cover price for new releases is to ask your store to start a folder for you. By ordering in advance, you can insure that your retailer will hold the book for you when it's released. If your retailer doesn't have an official stocking service, maybe (s)he can personally save books for you.

● MARVEL

The mutant titles—*X-Men*, *Uncanny X-Men*, *X-Factor*, *X-Men Unlimited*, et cetera—are, as always, the most popular of the current Marvel titles. As always, any Marvel book with the letter "X" featured prominently on the cover is selling very well. Television exposure has helped the main X-books and two other titles, *Gambit* and *X-Men Adventures*, to be among the best sellers for Marvel.

Thanks to the popularity of the television series, *Beavis & Butt-Head* continues to ring up sales, but at a slightly slower rate than expected. It appears that B & B fans have lukewarm feelings about the translation of the show to comic book form, but many people are still picking up copies.

● DC

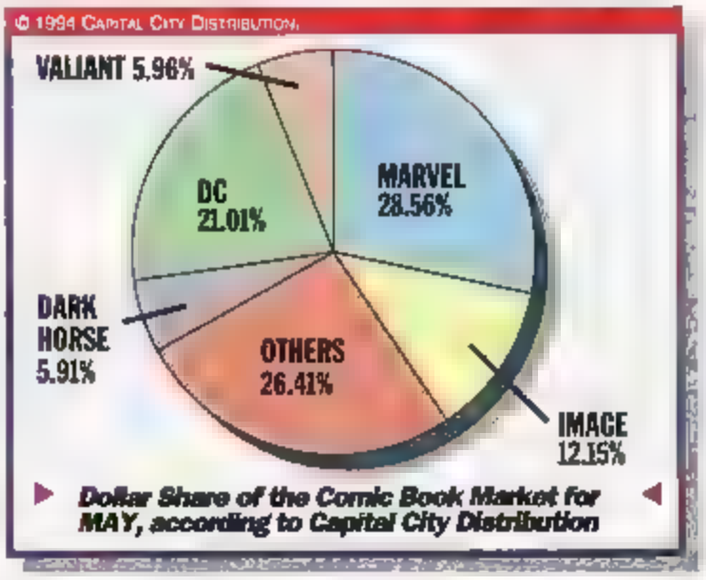
Batman/Spawn and *Superman/Doomsday* #1 sold out faster than expected; fans apparently weren't turned off by the $5 cover prices. However, they seem to have been disappointed with the storyline in *Batman/Spawn*. The Supes book, however, went over very well with readers, especially people who followed the enormously successful death of Superman story.

Green Lantern is a best seller for DC, especially issue #51, which introduces Green Lantern's new duds, created by the new GL, Kyle Rayner, himself. Kyle is apparently a hit with readers of all ages.

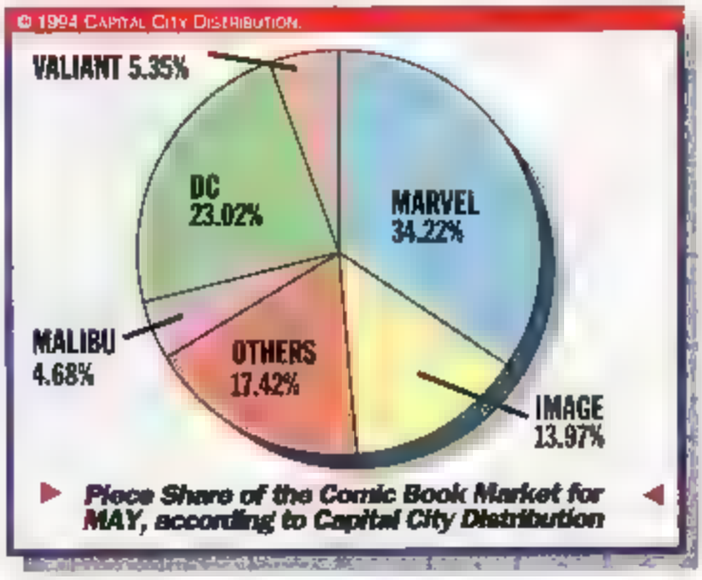
DC followers are waiting breathlessly for this summer's "Zero Hour" storyline, and are looking out for any connections to it in DC's recent books.

● IMAGE

Prophet #4A, the issue with the



Dollar Share of the Comic Book Market for MAY, according to Capital City Distribution



Piece Share of the Comic Book Market for MAY, according to Capital City Distribution

Stephen Platt cover and extremely low print run, is one of the hottest books for Image, followed closely by *Prophet* #5, which is slightly less hot because retailers and collectors alike were ready for it. *Supreme* #12, also with a Platt cover, is drawing the attention of collectors. *Gen*[13] is hot, with #1 selling briskly nationwide; it's very hard to find. *Spawn/Batman* is selling fairly well, according to retailers, but its readers aren't much happier with this book than with DC's side of the crossover.

● VALIANT

Ninjak is still tops at Valiant. Mark Moretti's writing and art is excellent and is being noticed more and more by comic fans. Collectors are looking forward to the upcoming "Chaos Effect" mega-adventure; the many anticipated changes in the Valiant Universe has them waiting excitedly for the books with the most Earth-shaking events.

● OTHER COMPANIES

Cartoon Books. *Bone* continues to be a huge success. Collectors seem to be ravenous for this small press title by Jeff Smith. The stories are excellent, and the artwork, especially the inks, is reminiscent of Walt Kelly, only better. The *Bone Flip Book* just hit the market; limited to a print run of only 10,000 copies, it was, of course, an immediate nationwide sell-out. Find one if you can.

Chaos! Comics: The *Lady Death* mini-series is still blazing, with prices as high as $45 for issue #1. Our current *Wizard* price reflects the national average.

WOMEN ARE (1970-1980)

● DC

We continue to see strong collector demand for early issues of *Sandman* (vol. 2), particularly #1 and #8 (the first appearance of Death). Price Guide Headquarters received a verified report of a mint copy of *Sandman* #1 selling for $60, an indication of the continuing demand for this series. Thanks to consistent story quality and an expanding adult reader base, this title has been one of DC's most successful books of the past decade.

● MARVEL

X-Men (vol. 1) #94-#143, especially the Claremont/Byrne issues (#108-#143), and *Giant-Size X-Men* #1 have been hot recently. One VIP reported selling a *Giant-Size* #1 (the first appearance of the new X-Men) for $260 immediately after placing it on sale.

Uncanny X-Men #266, the first appearance of the ever-popular Gambit, is a blazing-hot issue, fetching $30 to $40, depending on locale. Fans just can't get enough of Mr. LeBeau.

Wolverine back issues, both the regular series and the mini-series, are on the move, with recent price quotes in the $35-$40 range for issue #1 of the mini-series.

All *Star Wars* comics are red-hot, probably fueled by anticipation of the upcoming films. These books have been hot for at least a year now.

Demand for *Daredevil* #168, the first appearance of Elektra by Frank Miller, has been on the move. The main reason is that Elektra is back in the steadily popular DD mythos, and interest in her is building. Our VIPs have noted increased demand for key issues of all ages in top condition, and *DD* #168 is definitely a key issue.

WIZARD'S TOP TEN HOTTEST ARTISTS

Photo: Al Ortega

1. **Todd McFarlane** — *Spawn*
2. **Stephen Platt** — *Prophet*
3. **Jim Lee** — *WildC.A.T.s*
4. **Joe Quesada** — *Upcoming: Ash*
5. **Frank Miller** — *Upcoming: Sin City: The Big Fat Kill*
6. **Bart Sears** — *Bruta & Babe*
7. **Andy Kubert** — *X-Men*
8. **Greg Capullo** — *Violator*
9. **Marc Silvestri** — *Cyberforce*
10. **Jeff Smith** — *Bone*

WIZARD'S TOP TEN HOTTEST WRITERS

Photo: Al Ortega

1. **Frank Miller** — *Upcoming: Sin City: The Big Fat Kill*
2. **Neil Gaiman** — *Sandman*
3. **Peter David** — *Hulk, Aquaman, Spider-Man 2099*
4. **John Byrne** — *Next Men, Babe*
5. **Fabian Nicieza** — *New Warriors, Nova, Night Thrasher*
6. **Alan Moore** — *Violator*
7. **Chris Claremont** — *Aliens vs. Predator: Deadliest of the Species*
8. **John Ostrander** — *The Spectre*
9. **[illegible]** — *Green Lantern, Silver Surfer*
10. **Jeff Smith** — *Bone*

WIZARD'S TOP TEN HOTTEST ARTISTS AND WRITERS LISTS ARE DERIVED FROM A NATIONWIDE DEALER SURVEY.

OTHER COMPANIES

Vampirella by Warren Publications (the magazine-size series) is extremely hot, probably because of the success of the also very hot Harris comic series. The Warren series includes the first appearance of Vampirella in *Vampirella* #1.

SILVER AGE (1955-1969)

Demand for important Silver Age issues is as strong as ever.

Marvel collectors are seeking high grade copies of several early titles, including the presuperhero titles *Journey Into Mystery*, *Strange Tales*, *Tales To Astonish*, *Tales of Suspense*, and *Marvel Tales*.

Amazing Adventures #1, the first appearance of the first Silver Age Marvel superhero (Dr. Droom), continues to move up in interest and price. Collectors are seemingly willing to pay any price for this early issue because it predates *Fantastic Four* #1 and *Amazing Fantasy* #15 and is extremely scarce, especially in grades above VF. Many collectors feel that this book is currently undervalued and unrecognized as a landmark issue.

Another early Marvel that's at the top of collectors' lists is *Amazing Adult Fantasy* #14. This issue, cover dated July 1962, features a Professor X prototype named Ozar the Mighty, and it's the issue immediately preceding *Amazing Fantasy* #15, which, of course, is the book that introduced the Amazing Spider-Man to the world for the very first time.

At DC, collectors are seeking key superhero as well as horror and science fiction titles. High profile (read: high demand) issues from these titles include *Strange Adventures* #9, the first appearance of Captain Comet, a present L.E.G.I.O.N member; *Mystery in Space* #53 (the Adam Strange story series begins with this issue); *House of Secrets* #92, the origin and first appearance of the Swamp Thing (beautifully rendered by Berni Wrightson), and *House of Mystery* #1, one of the scarcest of the '50s DCs.

GOLDEN AGE (1938-1954)

Demand for Golden Age era comics, particularly superhero issues published by Marvel (Timely) and DC, continues to be strong. Collectors are also seeking superhero titles published by Fawcett, including *Captain Marvel Adventures*, *Captain Marvel, Jr.*, *Spy Smasher*, and *Captain Midnight*, thanks in part to the interest generated by Jerry Ordway's recent DC hardcover, *The Power of Shazam!* ☆

Market WATCHERS

Here's *Wizard*'s "other" letter column, which features letters by comic collectors about (what else?) comic collecting! Take it away, people!

Dear Wizard,

I want to question you on why you don't print the prices of early comic book issues. For example, on *Superman* (vol. 1), you don't print prices on books earlier than the 100th issue. Can you give me a reason?

Rory Tennet
Richmond, TX

The *Wizard* Comic Book Price Guide specializes in Silver Age and Modern Age books. Books from the Golden Age, which lasted from 1938 to about 1954, are bought and sold through a market vastly different from those of the other ages, and we choose to devote our time and space to watching the Silver and Modern Age markets. However, something cool concerning all three ages is in the works here at *Wizard*, so hang in there!

Dear Market Watchers,

Did you know that *Swamp Thing* (vol. 2) #84 contains a Sandman appearance? Knowing Sandman's popularity these days, shouldn't your $2.00 value be much higher?

David Garcia
Oakland, CA

Yes. Morpheus made a brief but interesting appearance in that issue; this was a very early appearance that came just months after *Sandman* (vol. 2) #1 was released. However, even though the Master of Dreams is unbelievably popular, most people—both collectors and retailers—don't know about this book, and so there simply isn't much demand for it at this time. We are keeping the book at $2.00 now but are asking retailers if it actually has a higher market value. Keep watching the Guide and your local comic stores ...this may very well become a hot book!

WIZARD!!!

I have an idea that'll blow the socks right off Snoop Cheesy-Cheese and all the wonderful editors at *Wizard*. Why not have a section just for prices of autographed comics?!? Isn't that a wonderful idea?!

Mike Lowery
Upper Marlboro, MD

It's a fine idea, one we've been considering for a while now, but it's difficult to do because of the enormous number of signed editions out there; it would take a ton of time and energy to amass accurate pricing data. We're talking books signed by writers, pencilers, inkers, writers and pencilers, writers and inkers... Also, the randomness of the values assigned to signed books by retailers makes this cliff an even tougher climb.

Dear Wizard,

I just recently started buying Marvel trading cards (X-Men series 1, to be specific). I looked into the Card Price Guide in issue #34, and I was shocked to find that the prices for some of the cards were missing! For example, the card listing went from #3 to #6. What happened to #4 and #5? Why is this?

Ryan Ochinero
Salinas, CA

Oh no—another restless card collector. Take a deep breath, exhale, and listen: starting with issue #34, the Card Price Guide has changed its format for extended set listings. We will now list a price range for common cards (otherwise known as singles) as well as the prices of hot singles (single cards that are more valuable and sought-after than other commons). Why? This saves space, allowing us to fill the Guide with more and more information. So there's no reason to be "verklempt"—go rest yourself, bubbalah.

Dear Wizard,

Recently, I was going through one of my older boxes of comics when I came across a DC comic by the name of *Plop*. It's #18, published in 1975. Could you possibly help me out with

Continues this way

the price? Thanks a lot.

James Reichl
East Hampton, NY

According to our Senior Price Guide Editor Jon Warren, this fairly obscure book is only worth about two dollars, but the 24-issue series itself, published between 1973 and 1976, is worth looking into because of its wild Basil Wolverton covers and Sergio Aragones interiors. This was definitely one of DC's weirdest books, for those of you who are into that stuff.

Dear Market Watchers,

In *Wizard* #34, David Baxter made a comment about keeping polybagged comics in the polybag as long as you cut it evenly on top. You responded by saying, "Unfortunately it seems that when a comic book is taken out of its bag, it's considered a damaged book."

To true "Watchers," this would be a mistake! Who cares if people don't want your comic if it's out of the bag. Take it out! Let it breathe! Put it in a Mylite with an acid-free backboard. If it comes with, for example, an animation cel, put it with the comic. If it comes with a card, put it in a snaptight card holder marking on the holder which comic it belongs to. When you sell the comic, include the card.

Polybags will turn your pages yellow quicker because they have chemicals which make the comic deteriorate in time. Then when everyone who saved their book in the polybag will have an unwanted item, yours will be sought after.

Think ahead, and be logical, not irrational. Spend the extra pennies, and save the dollars. MYLITE 'EM.

Pompeo Balbo
Scottsdale, AZ

Whoo-eee, a mini-controversy. Sort of. That's our second "take it out" Market Watcher, and he made a very good point: polybooks will eventually turn to dust in their plastic "graves." So are there any pro-polybag people out there? Let us know!

This "episode" of Market Watchers is nearing its end, so I just wanted to give a few hints to those new comic collectors out there, many of which have written me letters asking for some advice (I'll try to reply personally to each of you, by the way).

• Challenge yourself: buy a recent issue of a cool-looking series that's new to you. If the title interests you, start trying to collect the whole run! Start with a title that's up to between 25 and 50 issues, to make it easy on yourself.

• "I'm collecting comics for fun, not just money." Keep that simple but important thought in your mind, especially when you're tempted to use most of your wallet's contents to purchase what you hear is "the next *Moon Knight* #55." If you spend too much time and money chasing after every single "hot" book out there, you might just miss out on the joys of collecting, including reading quality stuff that can enrich your mind, not just your bank account.

• Meet your fellow comic lovers. One of the best ways to encounter people who share your interests is to go to where they converge: comic stores and conventions. It's truly fun to talk with a fellow Nightwing fan or Chris Claremont follower. And don't forget: *Wizard* has a pen pal section in our Magic Words department. Get to know your fellow fans!

Good luck with collecting, guys and gals; see you in 30!

—Marc Wilkotsky

WiN!

Amazing Spider-Man #298

Amazing Spider-Man #298, the comic first appearance of Venom and the first Todd McFarlane issue!

© MARVEL

Missing Link

Here's the deal: every month we'll list three comic book issues that contain something in common, in terms of content, characters, creators, or the like. Your job is to tell us what that something is.

For example, what do *Uncanny X-Men* #144, *Marvel Team-Up* #122, and *She-Hulk* (vol. 2) #8 all have in common? That's easy: all three feature guest appearances by the Man-Thing.

Get the idea? Of course, we won't make each contest *that* easy. You'll usually have to read through the books to find the answers.

We'll randomly select an entry out of all the correct ones we receive. The winner of this month's contest will receive an *Amazing Spider-Man #298*!

Here's this month's batch o' books:

© MARVEL

Amazing Spider-Man #42

© MARVEL

Avengers #75

© MARVEL

Uncanny X-Men #168

Send all entries to:
Missing Link #36
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
All entries must be received by August 26, 1994.

If you can read this fine print, then you're in.

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and Wendy from Snapple. Print your name, age, address, city, state, zip code, telephone number with area code, and the Missing Link on a three-by-five-inch index card or a standard postcard. Enter as many times as you like. Mail each entry to Missing Link #36, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Limit one entry per envelope. No mechanical reproductions will be accepted. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize is offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Thor says, "Thou must read all three books, or thou will receive a Mjolnir energy blast verily." **All entries must be received at contest headquarters by August 26, 1994.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The prize winner will be selected in a random drawing from all properly completed entry forms received at contest headquarters. The random drawing will be conducted on August 29, 1994, by Wizard Press. All decisions are final.

For the name of the winner, available after September 30, 1994, send a stamped, self-addressed envelope to Missing Link #36 Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just watch this column!

WELCOME TO THE

WIZARD® PRICE GUIDE

About The Price Guide

The following Comic Book Price Guide contains the most accurate and up-to-the-minute Silver and Modern Age comic book prices available. To make sure our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book dealers and regularly send scouts to check prices in stores and shows throughout the country. All values in this guide are for books in Near Mint condition. Keep in mind that the Price Guide is only a guide: prices may vary depending on the local availability and popularity of a title.

How To Use This Price Guide

It's easy. When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar.

EXAMPLE:

200	3.00
201	3.00
202	4.00
203	4.00
204	3.00
205	3.00
206	3.00
207	3.00
208	3.00
209	2.00
210	2.00
211	3.00
212	3.00

In this example, issues #202 and #203 have risen in value since last month, issues #209 and #210 have dropped in value, and #212 is being listed for the first time. Red or blue bars don't mean that a comic will necessarily rise or fall in value in the future. The comic market is like a vicious raptor (We think).

Abbreviations

REFERENCES

1	First Appearance of
anniv	Anniversary issue
B:	Begins stories with
cvr	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
I	Introduction of
R	Identity Revealed
J	Joins
L	Last story with
M	Married
O	Origin of
p	part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
sz	size
TPB	Trade Paperback
w/	With
w/o	Without

ARTISTS/WRITERS

AAd	Art Adams
AAu	Adam Austin (Gene Colan)
ABa	Andy Barlow
ABe	Antony J. L. Bedard
ABl	Adam Blaustein
ABr	Allyn Brodsky
ACo	Amanda Conner
ACl	Andre Coates
ACu	Allen Curtis
ADa	Alan Davis
ADn	Antonio Daniel
ADr	Arnold Drake
AFo	Alan Dean Foster
AGa	Alex Garner
AGd	Alan Gordon
AGi	Armando Gil
AGn	Archie Goodwin
AGo	Adrian Gonzales
AGr	Alan Grant
AHe	Andrew Helfer
AHo	Art Holcomb
AHu	Adam Hughes
AJa	Allan Jacobsen
AJo	Arvell Jones
AKb	Andy Kubert
AKn	Andy Kuhn
AKp	Alan Kupperberg
AKu	Adam Kubert
AKw	Alisa Kwitney
ALa	Andy Lanning
ALc	Alcatena
ALo	Arvin Loudermilk
ALp	Aaron Lopresti
AMa	Andy Mangels
AMc	Angus McKie
AMe	Ange Medina
AMi	Al Milgrom
AMo	Alan Moore
ANi	Art Nichols
ANn	Alex Niño
ANo	Ann Nocenti
APa	Andrew Paquette
APe	Andrew Pepoy
APo	Adam Pollina
ARo	Alex Ross
ASa	Alex Saviuk
ASc	Alberto Salcharn
ASf	Art Saaf
ASi	Aubrey Singer
ASm	Andy Smith
ASn	Angelo Stano
ASr	Allen Salyer
ASt	Alec Stevens
ATh	Art Thibert
ATo	Alex Toth
AVa	Andrew Vachss
AWe	Alan Weiss
AWi	Al Williamson
AWl	Anthony Williams
AWm	Andrew Wildman
AWn	Andrew Wendel
AWs	Aron Wiesenfeld
AZe	Alan Zelenetz
BAn	Brent Anderson
BAs	Bill Anderson
BAu	Brian Augustyn
BBd	Brett Breeding
BBe	Brian Michael Bendis
BBk	Bill Black
BBl	Bret Blevins
BBn	Bob Brown
BBo	Brian Bolland
BBr	Barry Blair
BBt	Brett Booth
BBu	Bob Budiansky
BCh	Bernard Chang
BCo	Brandon Choi
BDr	Bill Draut
BDu	Barry Dutter
BEv	Bill Everett
BGo	Brad Gorby
BGr	Bill Griffith
BHa	Bob Harras
BHe	Ben Herrera
BH	Bryan Hitch
BHl	Bob Hall
BHn	Bob Hanon
BHo	Bill Hobbs
BHy	Bob Haney
BJa	Bill Jaaska
BJo	Bruce Jones
BJy	Bernie Jaye
BKa	Bob Kane
BKe	Barbara Kesel
BKi	Barry Kitson
BKn	Bill Knapp
BKu	Bill Kunkel
BLa	Bob Layton
BLc	Blackwell
BLo	Bruce Love
BLs	Batton Lash
BLu	Bob Lubbers
BMa	Bill Mantlo
BMc	Bob McLeod
BMd	Brian McDonald
BMi	Barrie Mitchell
BMk	Brandon McKinney
BMm	Bill Mumy
BMn	Bill Marimon
BMo	Bill Molno
BMr	Bernie Mireault
BMs	Bill Maus
BMt	Brendan McCarthy
BMu	Brian Murphy
BNe	Bill Neville
BOc	Brian O'Connell
BPa	Bruce Patterson
BPe	Brandon Peterson
BPn	Byron Penaranda
BPo	Bob Powell
BPr	Bruno Premiani
BPu	Brian Pulido
BRa	Barbara Randall
BRd	Bradley C. Rader
BRe	Bill Reinhold
BRo	Bob Rozakis
BSe	Bart Sears

BSi ..... Bill Sienkiewicz
BSm ..... Barry Windsor-Smith
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Comic books with low print runs (50,000 copies, for example) can often become valuable due to supply/demand factors. When the amount of collectors seeking a particular issue is larger than the amount of available copies, prices markedly escalate. Recent examples of hot comics with low print runs are the first issues of *Bone* and *Lady Death*, and *Moon Knight #55*.

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459 DJu GPe O:Fortress of Solitude 1.50
460 DJu DJu vs Eradicator 1.50
461 DJu DJu flashbacks 50
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463 DJu DJu Superman/Flash Race 2.75
464 DJu DJu vs Lobo Kryptonian Man p.2 5.00
465 DJu DJu vs Draaga, Kryptonian Man p.4 1.75
466 DJu DJu pseudo-Fantastic 4 1 Cyborg Superman 7.00
467 DJu DJu Dark Knight,p2 1.50
468-469 DJu DJu 1.50
470 DJu DJu D Jerry White 1.50
471 CSw WLo Sinbad,p2 1.50
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473 DJu DJu Green Lanterns 1.50
474 DJu DJu DWI story 1.50
475 1.50
476-478 DJu DJu Time & Time Again 1.50
479 EHa JHu Red Glass,p2 1.50
480 CDw JOr double size Son of Krypton,p3. 1.75
481-483 1.50
484-487 TGr JOr 1.25
488 TGr JOr Panic in the Sky,p3. 1.25
489 TGr JOr Deathstroke Agent Liberty W Woman 1.25
490-491 TGr JOr 1.25
492 PK JOr Pursuit of Liberty p2 A Liberty D Sons of Liberty 1.25
493 TG JOr Blaze/Satanus War 1.25
494-495 1.25
496 6.50
497 TGr JOr Doomsday 7.50
498 TGr JOr Funeral for Friend,p1 5.50
499 Funeral for a Friend,p5 3.00
500 Collector's Edition extra 8 pgs + new Supermen 3.50
500A Newsstand Edition 2.50
500B Platinum Edition 95.00
501 TGr KKe Reign of the Supermen, p4 Collector's Edition 2.50
501A TG KKe Reign of the Supermen, p4 Newsstand Edition 50
502 TG KKe Reign,p8 Young Superman vs Superman 2.00
503 TGr KKe Reign,p12 Young Superman vs Cyborg 2.00
504 TGr KKe Reign,p16 true Superman,young Superman & Man of S vs Cyborg's men 2.00
505 TGr KKe Collector's Edition holographic foil cover 3.00
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506 TGr KKe vs Guardian 1.50
507 BKi KKe Spilled Blood,p1 50
508 BKi KKe Challengers of the Unknown 50
509 BK KKe 1.50
510 BKi KKe Bizarro's World p2 50
511 BKi KKe clones deteriorate 1.50
512 BKi KKe vs Parasite 1.50
513 BK KKe Battle for Metropolis p4 1.50
514 BK KKe Fall of Metropolis,p4 1.50
515 BKi KKe Massacre in Metropolis, p2 1.50
ANNUAL 1 2.50
ANNUAL 2 JBy/DJu,CSw Lobo,LEGION 5.00
ANNUAL 3 Arm 2001 2.00
ANNUAL 4 Eclipso 2.50
ANNUAL 5 Bloodlines,p16 T Spark 2.50
ANNUAL 6 Elseworlds story 2.95

ADVENTURES OF THE FLY

ARCHIE (1959-1965)

1 O:Shield 350.00
2 [illegible]
3 125.00
4 90.00
5-12 60.00
13 40.00
14 1&O Fly Girl 60.00
15-24 40.00
25-30 30.00
31 Last issue 35.00

ADVENTURES OF THE JAGUAR

ARCHIE (1961-1963)

1 1&O:Jaguar 125.00
2 75.00
3 65.00
4-6 50.00
7-8 45.00
9-12 40.00
13-14 30.00
15 Last issue 30.00

ADVENTURES OF THE OUTSIDERS

DC COMICS (1986-1987)

previously Batman & The Outsiders

33-46 1.25

ADVENTURES OF THE THING

MARVEL (1992)

1 reprints Marvel 2-in-1 3.00
2 reprints Marvel 2-in-1 2.00
3 reprints Marvel 2-in-1 1.50
4 reprints Marvel 2-in-1 1.50

ADVENTURES ON THE PLANET OF THE APES

MARVEL (1975-1976)

1 GT 3.50
2 GTu 2.50
3-11 2.00

AEGIS

ARCOMICS (1994)

1 Rco The Readers Choice book 1.75

AGENT LIBERTY

DC COMICS (1991)

1 DAb DJu D Agent Liberty 2.00

AGENT THREE ZERO

GALAXINOVELS (1993)

1 comic bk size illustrated novel, bagged w/poster & card 9.00
2 3.95
3 Agent T Z teams w/Jim Steele 3.95

AGE OF REPTILES

DARK HORSE (1993-current)

1-2 RDe dinosaur stories 2.50
3 RDe focus on Tyrannosaurus Rex 2.50
4 RDe Deinonychus vs Tyrannosaurus 2.50

AKIRA

MARVEL (1988-current)

1 KOt KOt 22.00
2 KOt KOt 13.00
3-5 KOt KOt 10.00
6-7 KOt KOt 7.50
8-9 KOt KOt 7.00
10 KOt KOt 7.00
11-14 KOt KOt 6.50
15-17 KOt KOt 6.00
18-24 KOt KOt 5.50
25-27 KOt KOt 4.75
28-33 KOt KOt 4.50
34-35 KOt KOt 5.00
36 KOt KOt 5.50

TRADE PAPERBACKS

1 reprints issues #1-3 13.95
2 reprints issues #4-6 13.95
3 reprints issues #7-9 13.95
4 reprints issues #10-12 14.95
5 reprints issues #13-15 14.95
6 reprints issues #16-18 14.95
7 reprints issues #19-21 16.95
8 reprints issues #22-24 16.95
9 reprints issues #25-27 16.95
10 reprints issues #28-30 17.95

ALEX

FANTAGRAPHICS BOOKS (1994)

1 alcoholic dog's story 2.95
2 discovers cause of depression 2.95
3 visit from former classmate 2.95

ALICE COOPER: TEMPTATION OF ALICE

MARVEL (1994-current)

1 MZa NGa 1st of Marvel's Music Comics 4.95

ALIEN

DARK HORSE (1992)

1-3 2.50

ALIEN LEGION

MARVEL (1984-1987)

1-2 FCr CPo 3.50
3-6 FCr CPo 3.00
7-20 2.00

2ND SERIES (1987-1990)

1-2 LSt AZe 2.50
3-18 LSt CDi 2.00

GRIMROD (1992)

GN MMh CDi 5.95

ONE PLANET AT A TIME

1 HNg CDi vs Vreel Noir 4.95
2 HNg CDi 4.95
3 HNg CDi conclusion 4.95

ON THE EDGE (1990-1991)

1-4 LSt CDi 4.95

SLAUGHTERWORLD

TPB rep first series #1,#7-11 9.95

TENANTS OF HELL (1991)

1-2 LSt CDi 4.95

ALIENS

DARK HORSE (1988-1989)

1 35.00
1A 2nd print 4.75
1B 3rd print 2.75
1C 4th print 2.50
2 25.00
2A 2nd print 3.25
2B 3rd print 3.00
3 12.00
3A 2nd print 2.75
4 9.00
5 7.00
6 6.00

2ND SERIES (1989-1990)

1 DBe MVe 10.00
2 DBe MVe 6.00
3 DBe MVe 5.00
4 DBe MVe Ripley app 4.75
HC (2500) 79.95

COLONIAL MARINES (1993-current)

1-8 2.50
9 2.50
10 2.50

THE COMPLETE ALIENS

HC 000 rep DHP Aliens, Aliens 2nd, Earth War 99.95

EARTH WAR (1990)

1 SK MVe 9.00
1A 2nd print 2.50
2 SK MVe 8.00
3-4 SK MVe 6.00
HC signed & numbered 59.95

GENOCIDE (1991-1992)

1 JAr DWi/MR alien civil war 3.75
2 JAr DWi/MR 3.25
3 JAr DWi/MR 3.00
4 JAr DWi/MR 3.00
SC 13.95

ADVENTURES OF SUPERMAN #513 Director Westfield, of Project Cadmus, is found dead just as Cadmus itself is destroyed by Luthor

HIVE (1992)

1 KJo JPr synthetic alien 4.00
2 KJo JPr 3.25
3 KJo JPr inside hive 3.00
4 KJo JPr D:Everyone 2.75
SC 13.95

LABYRINTH (1993-1994)

1 KPl JWo experiment on Aliens 2.50
2 KPl JWo 2.50
3 KPl JWo 2.50
4 KPl JWo killer revealed 2.50

MUSIC OF THE SPHERES (1994)

1 composer captures Alien sounds 2.50
2 comp'r realizes he needs humans 2.50
3 ..... 2.50
4 Mozart's performance 2.50

NEWT'S TALE (1992)

1-2 ..... 4.95

ROGUE (1993)

1-4 WSm IEd 2.50

SACRIFICE

1 PJo PM PF,one-shot 4.95

STRONGHOLD (1994-current)

1 DMn JAr 2.50
2 DMn JAr 2.50

ALIENS VS PREDATOR

DARK HORSE (1990)

0 Reprints-DHP #34-36 ..... 15.00
1 PNo RSt 11.00
1A 2nd print 2.50
2 PNo RSt 7.00
3 PNo RSt 6.00
4 CWa RSt 5.00
SC reprints series,new art pages 19.95

DEADLIEST OF THE SPECIES (1993-current)

1 JGu CCl 1:Caryn Delacroix 3.50
2-3 JGu CC 3.00
4 EBa CC Caryn's choice 2.50
5 EBa CC 2.50
6 EBa CCl 2.50

ALL-AMERICAN MEN OF WAR

DC COMICS (1952-1966)

1 (numbered as #127) 450.00
2 (numbered as #128) 350.00
3-6 ..... 275.00
7-12 ..... 200.00
13-18 ..... 175.00
19 1st Code-approved issue 200.00
20-30 ..... 125.00
31-42 ..... 100.00
43-54 ..... 75.00
55-66 ..... 60.00
67 B:Gunner & Sarge 90.00
68-72 ..... 55.00
73-81 ..... 40.00
82 B:Johnny Cloud 35.00
83-108 ..... 25.00
109-117 ..... 12.00

ALL-STAR COMICS

DC COMICS (1976-1978)

58 I:Power Girl,JSA 2.25

ALL-STAR COMICS #62
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59 ..... 2.00
60-68 ..... 1.75
69 1:Huntress 2.25
70 Huntress 2.25
71-73 ..... 1.75
74 JSA 1.75

ALL-STAR ARCHIVES

1 rep Golden Age "All Star Comics" #3-6,deluxe hardcover 49.95

ALL-STAR SQUADRON

DC COMICS (1981-1987)

1 O:E-2 Robotman,Per Degaton 1.50
2-24 ..... 1.00
25 1:Infinity Inc 2.00
26-46 ..... 1.00
47 TMc O:Dr Fate 3.50
48-49 ..... 1.00
50 Crisis,double size 2.50
51-56 Crisis 1.50
57-67 ..... 1.00
ANNUAL 1 ..... 2.00
ANNUAL 2 ..... 3.00
ANNUAL 3 ..... 2.00

ALL-STAR WESTERN

DC COMICS (1970-1972)

1 ..... 10.00
2-9 ..... 4.00
10 1:Jonah Hex 100.00
11 Jonah Hex 45.00

ALPHA FLIGHT

MARVEL (1983-1994)

1 JBy JBy 1:Marina,1:Puck 1:Diamond Lil (cameo),O:Alpha Flight,1:Wild Child (cameo) 5.00
2 JBy JBy 1:Master 3.50
3-4 JBy JBy 3.00
5 JBy JBy O:Shaman 1:Liz Twoyoungmen (as a child) 3.00
6 JBy JBy O:Shaman,Dr.Strange 3.00
7 JBy JBy 1:Smart Alec,1:Deadly Earnest,O:Snowbird 3.00
8-10 JBy JBy 2.25
11 JBy JBy 1:Omega Flight,1:Roger Bochs,1:Diamond Lil (in full), 1:Wild Chd (in full),1:Flashback 3.00
12 JBy JBy D:Guardian,dbl sz 3.50
13 JBy JBy Wolverine 10.00
14 JBy JBy Sub-Mariner,1:Liz Twoyoungmen (as an adult) 1.50
15 JBy JBy Sub-Mariner,Master 1.50
16 JBy JBy Sub-Mariner,Master 1:Madison Jeffries 1.50
17 JBy JBy Wolverine 6.00
18 JBy JBy u:Heather 1.50
19 JBy JBy 1:Liz Twoyoungmen as Talisman 2.00
20-28 JBy JBy 1.50
29-30 MMI BMo 1.50
31 O Nemesis 1.50
32 1 Heather Hudson as Vindicator 1.50
33 X-Men,1:Lady Deathstrike 8.00
34 SBu BMo Wolverine,Alpha, Lady Deathstrike 8.00
35-40 ..... 1.50
41 DRo BMo 1:Purple Girl 1.50
42-43 ..... 1.50
44 D: Snowbird 1.50
45 JBr BMo R:Sasquatch 1.50
46 1:Madison Jeffries as Box 1.50
47-49 ..... 1.50
50 JBi BMo Northstar revealed to be a half-elf, dbl sz 1.50
51 JLe (1st Marvel work) 11.00
52 JBi BMo O:Bedlam,Wolverine 5.00
53 Wolverine 5.00
54 HHa BMo O:Goblyn 2.25
55-56 JLe 4.00
57 JLe BMo 1:Dream Queen 4.00
58 JLe BMo vs Dream Queen 4.00
59 JLe BMo R:Puck 1:Jade Dragon 4.00
60 JLe BMo Jade Dragon,Puck 4.00
61 JLe BMo Alpha Flight loses government sponsorship 4.00
62 JLe BMo R:Purple Man 4.00
63 HHa JHu computer virus infects Box 1.50
64 JLe BMo 1:China Force (cameo), Great Beasts 1.50
65-66 HHa BMo 1.50
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69-71 JCm JHu 1.50
72 GTa JHu vs Lian 1.50
73-74 JCm JHu 1.50
75 double size 3.00
76-78 ..... 1.50
79-80 JCm BMo Acts of Vengeance, Nekra,Lian,Nemesis,Scorpion 1.50
81 JCm BMo Quest for Northstar 1.50
82 JCm BMo Quest,p2,Aspard 1.50
[illegible] 1.50
86 MBa BMo Dr Strange vs Lian 1.50
87 MBi FN Building Blocks,p1 Wolverine vs Wild Child 6.00
88 MBi FNi p2,R:Guardian, Wolverine,Forge 6.00
89 MBi FNi p3,Wolverine 5.00
90 MBi FNi p4 Wolverine Gamma Flight,Dr Doom 5.00
91 MBi FNi vs Dr Doom 1.50
92 DRd FNi Fantastic Four 1.50
93-95 MBi FNi 1.50
96-99 MAd FN O:Master 1.50
100 MBi FNi O:Vindicator 1.50
101-105 TMo 1.50
106 MPc SLo Northstar reveals that he's gay,AIDS story 1:Major Maple Leaf 6.00
106A 2nd print 1.75
107 TMo SLo World Tour p1,X-Factor 2.00
108 TMo SLo p2,Soviet Super Soldiers 2.00
109 TMo JPr p3,1:Omerta,1:Brain Drain,1:Prodigy 2.00
110 PBr SFu 1:Miss Mass,1:Snow 1:Strongarm,1:Bite,1:Technoi 1.75
111-117 ..... 1.75
118 PBr SFu Clampdown,p1 ..... 1.75
119 PBr SFu Clampdown,p2 ..... 1.75
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121 PBr SFu Spider-Man 1.75
122 PBr SFu Infinity Crusade, B:Puck back-ups 1.75
123-125 PBr SFu Infinity Crusade 1.75
126 Trapped in land of dead, Wildheart vs Wolverine 1.75
127 ..... 1.75
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129 ..... 1.75
130 final issue,vs Omega Flight 2.25
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ANNUAL 2 JBr BMo Savage Land 2.00

ORIGIN SPECIAL

1 PBr SLo Wolverine 2.50

SPECIAL (1991)

1-4 Reprints A.F. #97-100 ..... 1.50

AMAZING ADULT FANTASY

MARVEL (1961-1962)

7 ..... 300.00
8 ..... 240.00
9-13 ..... 210.00
14 Professor X prototype 250.00
becomes *Amazing Fantasy*

AMAZING ADVENTURES

MARVEL (1961)

1 1&O:Dr Droom (with "r"),first Marvel superhero in Silv.Age 775.00
2 ..... 325.00
3-6 ..... 260.00
becomes *Amazing Adult Fantasy*

2ND SERIES (1970-1978)

1 JKi JKi B:Inhumans, B:Black Widow 15.00
2 JKi JKi Fantastic Four 6.00
3-4 JKi JKi Mandarin 6.00
5-6 NAd RTh Maximus 8.00
7 NAd GCy Lionel Dibbs 8.00
8 NAd RTh Thor,B:Widow 8.00
9 MSk GCy Magneto 6.00
10 MSe GCy Magneto, Inhumans 8.00
11 TSu GCy B:Beast, 1:Beast with fur 15.00
12 TSu SEn Iron Man 8.00
13 TSu SEn Brotherhood of Evil Mutants 8.00
14 TSu SEn Iron Man 8.00
15 TSu SEn 1:Griffin 8.00
16 BBn SEn Juggernaut 8.00
17 JSt SEn X-Men,1:Beast 8.00
18 NAd RTh 1&O:Killraven, B:War of the Worlds 12.00
19-39 ..... 5.00

3RD SERIES (1979-1981)

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2 reprints X-Men #39,1/2 of #1 ..... 4.50
3 reprints X-Men #40,1/2 of #2 ..... 4.25
4 reprints X-Men #41 1/2 of #2 ..... 4.00
5 reprints X-Men #42 1/2 of #3 ..... 4.00
6 reprints X-Men #43,1/2 of #3 ..... 4.00
7 reprints X-Men #44,1/2 of #4 ..... 4.00
8 reprints X-Men #45,1/2 of #4 ..... 4.00
9 reprints X-Men #46,1/2 of #5 ..... 4.00
10 reprints X-Men #47 1/2 of #5 ..... 4.00
11 reprints X-Men #48,1/2 of #6 ..... 4.00
12 reprints 1/2 of X-Men #6 ..... 4.00
13 reprints X-Men #7 ..... 4.00
14 reprints X-Men #8 ..... 4.00

AMAZING FANTASY

MARVEL (1962)

15 SDi SLe 1&O:Spider-Man,1:Aunt May 1&D:Uncle Ben,1:Flash Thompson,1:Burglar 17,500.00

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AMAZING SPIDER-MAN

MARVEL (1963-current)

1 SDi SLe 1:Chameleon, 1:J. Jonah Jameson,1:John Jameson,Fantastic Four 13,000.00
2 SDi SLe 1:Vulture, 1:Tinkerer 2,200.00
3 SDi SLe 1&O:Dr Octopus 1,225.00
4 SDi SLe 1&O Sandman 1:Betty Brant 1,025.00
5 SDi SLe Dr Doom,FF 860.00
6 SDi SLe 1&O:Lizard 625.00
7 SDi SLe Vulture 520.00
8 SDi SLe Human Torch 520.00
9 SDi SLe 1&O:Electro 550.00
10 SDi SLe 1:Enforcers, 1:Big Man 525.00
11 SDi SLe 2nd Dr Octopus 400.00
12 SDi SLe Dr Octopus 360.00
13 SDi SLe 1&O:Mysterio 360.00
14 SDi SLe 1:Green Goblin 1,100.00
15 SDi SLe 1&O:Kraven 320.00
16 SDi SLe Daredevil 250.00
17 SDi SLe Green Goblin 425.00
18 SDi SLe Sandman 1:Ned Leeds 260.00
19 SDi SLe Sandman 1:MacDonald "Max" Gargan 220.00
20 SDi SLe 1&O:Max Gargan as the Scorpion 275.00
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22 SDi SLe Ringmaster 1:Princess Python 175.00
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25 SDi SLe 1:Spider-Slayer, 1:Mary Jane (in shadows) 175.00
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27 SDi SLe Green Goblin 175.00
28 SDi SLe 1&O:Molten Man 220.00
29 SDi SLe Scorpion 130.00
30 SDi SLe 1:Cat Burglar ..... 130.[illegible]
31 SDi SLe 1:Gwen Stacy, 1:Harry Osborne 130.00
32-33 SDi SLe Dr Octopus 100.00
34 SDi SLe Kraven 100.00
35 SDi SLe Molten Man 100.00
36 SDi SLe 1:Looter 100.00
37 SDi SLe 1:Mendel Stromm 100.00
38 SDi SLe 1:Guy Named Joe 100.00
39 JRo SLe Green Goblin 140.00

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AMAZING SPIDER-MAN #391... Shriek escapes with Carrion and Spidey's list of personal tragedy grows as Aunt May's heart may have finally given out.

WIZARD PRICE GUIDE

60 JRo SLe 1st origin of [illegible]
61 JRo SLe 1 Rhino 100.00
43 [illegible] 70.00
44 [illegible] 70.00
45 [illegible]
46 [illegible] 65.00
47 [illegible] 65.00
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49 JRo SLe Kraven,Vulture 65.00
50 JRo SLe 1:Kingpin 275.00
51 JRo SLe vs Kingpin,1 Joseph "Robbie" Robertson 110.00
52 JRo SLe vs Kingpin 45.00
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54 JRo SLe Dr Octopus 40.00
55 JRo SLe Dr Octopus 40.00
56 JRo SLe 1:Captain George Stacy,Dr Octopus 45.00
57 JRo SLe Ka-Zar 40.00
58 JRo SLe 45.00
59 JRo SLe Kingpin 40.00
60 JRo SLe Kingpin 40.00
61 JRo SLe Kingpin 40.00
62-67 JRo SLe 35.00
68-69 JRo SLe Kingpin 35.00
70 JRo SLe 1:Vanessa Fisk, Kingpin 35.00
71 JRo SLe Quicksilver 35.00
72 JRo SLe Shocker 35.00
73 JRo SLe 1:Man Mountain Marko,1:Silvermane 35.00
74 JRo SLe Silvermane,Maggia 35.00
75 JRo SLe O:Silvermane,Maggia 30.00
76 JBu SLe Lizard 30.00
77 JBu SLe Human Torch,Lizard 30.00
78 JBu SLe 1:Prowler 30.00
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82 [illegible] 30.00
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89 [illegible] 30.00
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92 GKa STe Iceman 30.00
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105 GKa SLe Spider-Slayer 25.00
106 JRo SLe Spider-Slayer 25.00
107 JRo SLe D:Spider-Slayer 25.00
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109 JRo SLe Dr Strange 25.00
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111 JRo GCy Kraven 25.00
112 JRo GCy Dr Octopus 25.00
113 JRo GCy 1:Hammerhead 25.00
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118 re-does Spect Mag #1 [illegible]
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123 GKa GCy vs Luke Cage 20.00
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125 RAn GCy O:Man-Wolf 20.00
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127 RAn GCy 1:Vulture III 20.00
128 RAn GCy O:Vulture III 20.00
129 RAn GCy 1 [illegible] 1 [illegible] Mechanic 250.00
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137 RAn GCy vs Green Goblin II 25.00
138-140 RAn GCy 16.00
141 RAn GCy 1:Mysterio II 16.00
142 RAn GCy IR:Mysterio II, 1 Gwen Stacy's clone 16.00
143 RAn GCy 1:Cyclone, IR:Gwen Stacy's clone 16.00
144-148 RAn GCy 16.00
149 RAn GCy D:Jackal, 1&D:Peter Parker's clone 16.00
150 GKa AGo Spencer Smythe 16.00
151-153 RAn LWe 16.00
154 [illegible] Sandman [illegible]
155 [illegible] 16.00
157 [illegible] Punisher 1 Jigsaw (hidden), Wolverine & Colossus app. 18.00
162 RAn LWe Nightcrawler, 1 Jigsaw(full),Punisher 12.00
163-173 RAn LWe 7.00
174 RAn LWe Punisher,Hitman 18.00
175 RAn LWe Punisher, D:Hitman 18.00
176 RAn LWe 1:Bart Hamilton as Green Goblin II 15.00
177 RAn LWe vs Green Goblin III 15.00
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179 [illegible] 15.00
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187 [illegible] 8.00
188 [illegible] 8.00
189 [illegible] 8.00
190 [illegible] 8.00
191 [illegible] 8.00
192 [illegible] 8.00
193 KPo MWo [illegible],Mysterio 8.00
194 KPo MWo 1:Black Cat 15.00
195 KPo MWo O:Black Cat 8.00
196 AM MWo Kingpin,Aunt May's death faked 7.00
197 KPo MWo Kingpin 7.00
198-199 SBu MWo 7.00
200 KPo MWo/SLe double size, burglar who killed Uncle Ben dies fighting Spider-Man 22.00
201-202 KPo MWo Punisher 20.00
[illegible] 6.00

205 KPo DMI Black Cat reveals her love for Spider-Man 6.00
206-208 6.00
209 AWe DOn Kraven,1:Calypso Spider-Woman & Tigra app. 1[illegible].00
210 JRj DOn [illegible].00
211-218 JRj DOn [illegible].00
219-223 [illegible].00
224 JRj RSt vs Vulture 6.00
225 JRj RSt 1:Foolkiller II [illegible].00
226 JRj RSt Foolkiller II,Black Cat 6.00
227 JRj RSt Black Cat takes her own death 6.00
228 [illegible] 6.00
229 JSt RSt vs Juggernaut Madame Web 6.00
230 JRj RSt Juggernaut Madame Web 6.00
231 JRj RSt Cobra,Mr.Hyde [illegible].00
232 JRj RSt Mr Hyde [illegible].00
233 JRj RSt Tarantula 6.00
234 JRj RSt Will O' The Wisp, Tarantula mutated 6.00
235 JRj RSt Tarantula,O'Will O' The Wisp 6.00
236 JRj RSt D:Tarantula,Will O The Wisp 6.00
237 BHi BMa Stilt Man 6.00
238 JRj RSt 1&O:Hobgoblin, Lakeside tattoo 60.00
238A w/o tattoo 24.00
239 JR, RSt vs Hobgoblin 35.00
240 JRj RSt Vulture 7.00
241 JR, RSt O:Vulture 7.00
242 JRj RSt Awesome Android 7.00
243 JRj RSt [illegible] 7.00
244 JRj RSt Hobgoblin 10.00
245 JRj RSt Hobgoblin O:Hobgoblin II (Lefty Donovan) 16.00
246 JRj RSt daydreams 7.00
247 JRj RSt Frogman,Thunderball 7.00
248 JRj RSt Thunderball,"Kid who Collects Spider-Man" 7.00
249 JRj RSt Hobgoblin vs Kingpin 13.00
250 JRj RSt Hobgoblin 13.00
251 RFr RSt vs Hobgoblin, Secret Wars Ja-in 13.00
252 RFr RSt 1:Alien Costume (later becomes Venom) 25.00
253 RLe TDe 1 Rose 6.00
254 RLe TDe Jack O' Lantern 6.00
255 RFr TDe 1:Black Fox, Red Ghost 6.00
256 RFr TDe 1 Puma 6.00
257 RFr TDe Puma,Hobgoblin costume revealed to be alive 10.00
258 Hobgoblin 10.00
259 RFr TDe Hobgoblin, O:Spider-Man 15.00
260 RFr TDe Hobgoblin 10.00
261 RFr TDe Hobgoblin vs Harry Osborne 11.00
262 BLa BLa IR:Spider-Man 7.00
263 BLa BLa 1 Spider-Kid 4.00
264 PAn CAg 1&O:Red 9. 4.00
265 RFr TDe 1:Silver Sable vs Black Fox 13.00
265A 2nd print 1.25
266 SBu PDa Toad vs Frogman, Spider-Kid 5.00
267 BMc PDa Human Torch 5.00
268 RFr TDe Secret Wars II, Golden skyscraper 5.00
269 RFr TDe vs Firelord 5.00
270 RFr TDe vs Firelord,Avengers 5.00
271 RFr TDe Crusher Hogan vs Mayhem 5.00
272 SBu TDe 1&O:Slyde 5.00
273 RFr TDe Puma,Secret Wars II 5.00
274 RFr TDe Secret Wars II,Spidey vs Zarathos,Mephisto 11.00
275 RFr TDe Hobgoblin,dbl sz reg Amazing Fantasy #15 13.00
276 RFr TDe Hobgoblin,Flash Thompson framed 10.00
277 RFr TDe Hobgoblin, Matt Murdock 4.50
278 MHa PDa Hobgoblin, Scourge kills the Wraith 4.50
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282 RLe TDe X-Factor 4.50
283 RFr TDe Hobgoblin,Titania, Absorbing Man 4.50
284 RFr TDe Gang War,p1,Punisher Hobgoblin,The Rose 10.00
285 AKp TDa p2,Punisher [illegible]oblin,Jack O' Lantern 18.00
286 AKp JOw p3,Hobgoblin, [illegible] 7.00
287 RLa JOw p4,Spidey vs [illegible] 7.00
288 AKp JOw p5,Punisher Falcon, Hobgoblin,Daredevil,Black Cat,Kingpin 10.00
289 AKp PDa dbl sz,IR:Hobgoblin, Wolverine [illegible] Hobgoblin (Jack O' Lantern) 20.00
290 Peter proposes to Mary 6.00
291 JRj DMi Spider-Slayer Mary J. refuses proposal 6.00
292 ASa DM Mary J accepts, Spider-Slayer 6.00
293 MZe JDm Kraven's Last Hunt, p2,Spider hallucination 10.00
294 MZe JDm p5,Kraven commits suicide 10.00
295 CMn ANo Mad Dog Ward, continued from Web #33 6.00
296 vs Dr Octopus 6.00
297 ASa DMI Dr Octopus 6.00
298 TMc DMi 1:Venom (cameo), 1st Todd McFarlane Spidey 36.00
299 TMc DMi Venom (cameo) 30.00
300 TMc DMi 1&O:Venom(full story), R,red & blue costume 66.00
301 TMc DMi vs Silver Sable 15.00
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303 TMc DM Silver Sable Sandman 15.00
304 TMc DMi 1:Jonathan Caesar Black Fox,Prowler "Webs" 10.00
305 TMc DM Black Fox,Prowler Johnny Carson 15.00
306 TMc DMi Chameleon,Black Cat Humbug,Action #1 cover 10.00
307 TMc DMI O:Chameleon, [illegible] 10.00
308 [illegible] 10.00
309 TMc JMr 1:Syax & Stone, vs Jonathan Caesar 10.00
310 TMc DMI Killer Shrike,Peter returns to collage,Tinkerer 7.00
311 TMc DMi Inferno,Mysterio, Hobgoblin cameo 7.00
312 TMc DMi Inferno,Green Goblin vs Hobgoblin 20.00
313 TMc DMi Inferno,vs Lizard 7.00
314 TMc DMi Christmas story, Peter & MJ evicted 7.00
315 TMc DMi Venom Hydro-Man 18.00
316 TMc DM Venom 18.00
317 TMc DM Venom,Thing 18.00
318 TMc DM Scorpion Justin Hammer 10.00
319 TMc DMI Rhino,Scorpion, Blacklash 10.00
320 TMc DMi AssassiNation Plot, p1,Silver Sable,Paladin 10.00
321 TMc DMi p2,S.Sable,Paladin 7.50
322 TMc DMi p3,Silver Sable, Sabretooth (in shadow only) 7.50
323 TMc DMi p4,Paladin,Solo, Captain America,S.Sable 9.00
324 ELa DMi p5,Sabretooth,Solo Captain America,S.Sable 12.00

Amazons #3... With Sirot captured by Spider Aliens, the remaining Amazons have their first run-in with them in order to rescue him.

325 TMc DMi p5,Silver Sable Red Skull
326 CDo DMi Acts of Vengeance, Graviton 7.00
327 ELa DMi Acts of Vengeance, Cosmic Spidey,Magneto 5.00
328 TMc DMi Acts of Vengeance, Cosmic Spidey,vs Hulk, Sebastian Shaw 10.00
329 ELa DMi Acts of Vengeance, Cosmic Spidey,1 Tri-Sentinel Loki,Sebastian Shaw 5.00
330 ELa DMi Venom,Punisher 6.50
331 ELa DMi Venom,Punisher, Black Cat 6.50
332 ELa DMi Jay Leno,Malcolm Forbes,Venom,Styx & Stone 6.00
333 ELa DMi Venom vs Styx & Stone 6.00
334 ELa DMi Return of the Sinister Six,p1,Iron Man 4.00
335 ELa DMi p2,Shocker,Captain America,Hobgoblin 4.00
336 ELa DMi p3,D:Nathan Chance, Kingpin,Dr Strange 4.00
337 ELa DMi p4,S Sable,Nova 4.00
338 ELa DMi p5,Sandman vs Silver Sable 4.00
339 ELa DMi p6,D:Jonathan Caesar, Thor,Silver Sable 4.00
340 ELa DMi vs Femme Fatales, Chameleon (as Dr. Turner) 4.00
341 ELa DMi Spidey de-powered, vs Tarantula 4.00
342 ELa DMi 1:El Wirtnam (Cardiac), Black Cat vs Scorpion 4.00
343 ELa DMi powers return,vs Femme Fatales,Scorpion, Tarantula,Cardiac cameo 4.00
344 ELa DMi Venom,Cardiac vs Rhino,1:Cletus Kasady 11.00
345 MBa DMi Venom,Cardiac vs Boomerang Venom costume infects Cletus Kasady 12.00
346 ELa DMi vs Venom 9.00
347 ELa DMi vs Venom on deserted island 9.00
348 ELa DMi Avengers,Sandman, Black Fox 3.00
349 ELa DM Dr Doom,Black Fox 3.00
350 ELa DM Dr.Doom,Black Fox, Todd McFarlane pin-up 5.00
351 MBa DM Nova vs Tri-Sentine 3.00
352 MBa DM Nova Tri-Sentinel 3.00
353 MBa AMi Round Robin,p1 Punisher,Darkhawk 3.00
354 MBa AMi p2,Punisher Moon Knight,Nova,Night Thrasher 3.00
MBa AMi p3,Punisher,Nova, Night Thrasher vs Seekers 3.00
MBa AMi p4,Punisher,Nova, Moon Knight,vs Seekers 3.00
357 MBa AMi p5,Punisher,Nova, Darkhawk,vs Thunderball 3.00
MBa AMi p6,Punisher,Moon Knight,D'khawk,N. Thrasher Nova,vs Midnight,gatef'd cvr 3.00
359 CMa DM Cardiac, Cletus Kasady 7.00
360 CMa DM Cardiac vs Spider-Man,1:Carnage (cameo) 8.00
361 MBa DMi 1:Carnage (full), O:Cletus Kasady 16.50
361A 2nd print 1.25
362 MBa DMi Carnage,Venom, Human Torch 10.00
362A 2nd print 1.25
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364 MBa DMi vs The Shocker, Wildpack 2.00
365 30th anniv,Peter meets parents, hologram cvr,poster vs Lizard, O:Sp-Man SM 2099 preview 8.00
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368 Spider Slayers 1.75
369-370 1.75
371-372 vs Spider-Slayer 1.75
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374 vs Venom 2.50
375 foil cover,30th anniv,Venom 6.00
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377 JLo DMi teams up w/Cardiac against Styx & Stone 1.50
378 MBa DM Maximum Carnage, p3,Venom vs Carnage 1.50
379 MBa DMi Maximum Carnage,p7 teams w/Venom against Carn. 1.25
380 MBa DMi Max Carnage,p11 1.25
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382 MBa DMi Hulk 1.25
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384 MBa DMi vs the Jury 1.25
385 MBa DMi teams w/Jury 1.25
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ANNUAL 21 PRy DOn M:Peter and Mj,Spider-Man cover 15.00
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3 3.95
4 3.95

ANIMA

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ANNUAL 1 Children's Crusade 3.95
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ANNEX

MARVEL (1994-current)

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ANTHRO

DC COMICS (1968-1969)

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11 1 Mera 60.00
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3 KHo SMc 1:Iquia .75
4 KHo SMc vs Iquia 1.50
5 KHo SMc M:Manhunter 1.50
6 KHo SMc vs Manta 1.50
7 KHo SMc Justice League,R:Mera 1.25

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AVENGERS #375... The final battle with Proctor! When the smoke clears, Sersi has killed him, and she and the Black Knight leave this dimension to keep her madness from consuming her

WIZARD PRICE GUIDE

8 KHo SMc Aquaiad,Batman, 1:Nicodemus 1.25
9 Eco-Wars,p1 ..... 1.25
10 Eco-Wars,p2 ..... 1.25
11-13 ..... 1.25

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ARCANA

DC COMICS (1993)

ANNUAL 1 Tim Hunter 3.95

ARCHER & ARMSTRONG

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0A Gold logo version 70.00
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2 BWn JSh Unity,ch 11,Turok 14.00
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4 BWs ninja nuns 5.00
5 BWs Armstrong goes home 5.00

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8 1:Ivar Time-Walker same as Eternal Warrior #8 ..... 8.00
9 in the British Isles 2.25
10 Solar 2.50
11 BWs vs L.A. chapter of Sect 2.25
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DC COMICS (1992)

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3 AAd/WSi LMc R:JSA 1.00
4 AAd/WSi JSA 1.50

ARMAGEDDON 2001

DC COMICS (1991)

1 DJu AGo 1&O:Waverider, 1:Monarch 5.25
1A 2nd print,Silver 2.25
1B 3rd print,Silver 2.00
2 DJu DOn D:Dove II, Hawk becomes Monarch 2.50

ARMOR

CONTINUITY (1986-1992)

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9-18 ..... 2.50

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2 DW 2000,p9,vs Hellbenders,bgd w/card,die-cut two image cover 2.50
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36 RBu RBu final issue, D'lok 1:Godwulf 18.00

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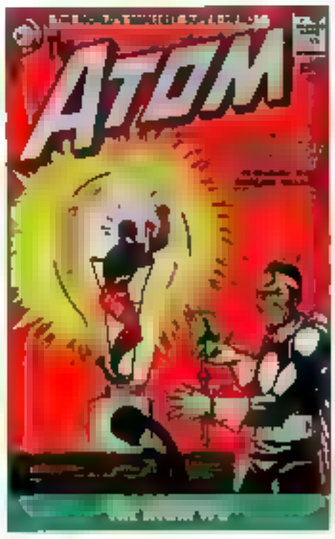
2 BZi vs Shi'en Ghul monster 2.50
3 BZi Atlas suffers defeat 2.50



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THE ATOM

DC COMICS (1962-1968)

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ATOM SPECIAL

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ATOM AND HAWKMAN

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BATMAN

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ECh
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354 DNe GCy Hugo Strange
DNe GCy Catwoman
DNe GCy Hugo Strange
357 Jason Todd cameo
CSw GCy Killer Croc
Joker
DNe DMo 1:Savage Skull
Riddler
Nocturna
DNe DMo 1:Chimera
DNe DMo Joker
DNe DMo 1:Jason Todd as Robin
Vicki Vale,vs Poison Ivy
1:Robin II
DNe DMo Deadshot
370
37 DNe DMo Catman
372 DNe DMo Howard Cosell
373 DNe DMo Robin
374 DNe DMo Penguin
375 DNe DMo vs Mr. Freeze
376 DNe DMo Nocturna cameo
377 DNe DMo Nocturna
378 DNe DMo Mad Hatter
379 DNe DMo vs Mad Hatter
RHo DMo O:Dr.Fang
381 RHo DMo Batman vs Batman
382 Catwoman
383 GCo DMo day in the life
384-385 RHo DMo Calendar Man
386
387 TMa DMo Black Mask
TMa DMo Mirror Master vs Captain Boomerang
389-392 TMa DMo Catwoman
393-394 PGu DMo Dark Rider
395-397
Two-Face
TMa DMo Headhunter
400 Stephen King,AAd,JBy, MG GPe,BS BWr
401
402 JSt MCo Batman vs Batman
403
404
405-407 DMa FMi Year One,p2-4
408 CWa MCo Joker 6
409 RAn MCo Ma Gunn 6
410 DCo MCo Two-Face
411 DCo MCo Two-Face
412 DCo MCo the Mime 3
413 KOw JDu Masahiko Tahara 3
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422 MBr JSt slasher 4
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Batman L.O.D.K. #61 Bruce is healed by Shondra after she kills her brother and they escape at the cost of her being left with the mind of a child

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468 TLy CDi p2,Lynx,King Snake 1.50
469 NBr AGr 1.50
470 NBr AGr War of the Gods 1.50
471 NBr AGr 1.50
472 NBr AGr Idiot Root,p1 1.50
473 NBr PMi Idiot Root,p3 1.50
474 NBr AGr Jestermen p1 1.50
475 NBr AGr return of Scarface,p1 1.50
476 NBr AGr p2 1.50
477 A Gotham Tale p1,photo cvr 1.50
478 CIe JWa p2,photo cover 1.50
479 TMa AGr 1:Pagan 1.50
480 JAp AGr Robin's dad 1.50
481 JAp DMo Messenger of Zeus,p1,1:Harpy 1.50
482 JAp DMo p2,vs Harpy 1.50
483-487 1.25
488 Azrael 13.00
489 Bane vs Killer Croc 12.50
490 Riddler 9.50
491 all Arkham vs Zsasz escape 8.50
492 JAp DMo Knightfall begins 11.00
492A platinum edition 87.00
493 JAp DMo Knightfall,p3 vs Mr Zsasz 8.00
494 JAp DMo p5,Joker,Stirk 5.50
495 JAp NBr p7,vs Poison Ivy 4.50
496 JAp DMo Knightfall,p9 Joker Scarecrow 4.50
497 Knightfall,p11,Bane breaks Batman's back 9.00
497A newsstand edition 5.00
497B 2nd printing 2.50
497C Platinum ed (COUNTERFEIT not published by DC) .60
498 Knightfall,p15 Catwoman .3
499 Knightfall,p17,Azrael,Catwmn .2
500 Knightfall,p19,Azrael as all-new Batman,Collector's Ed.,die-cut cvr over foil cvr 5.00
500A Newsstand edition 3.00
501 MMn DMo Knightquest The Crusade,p3,1:Marauder 2.00
502 MMn DMo vs Marauder 2.00
503 MMn DMo KQ:Crusade 1.50
504 MMn DMo KQ:Crus.,Catwmn 1.50
505 MMn DMo KQ:Crusade vs Abattoir 1.50
506 MMn DMo teams w/Ballistic 1.50
507 MMn DMo vs Abat'r in n'club 1.50
508 MMn DMo kills Abattoir 1.50
509 MMn DMo KnightsEnd begins Lady Shiva, double size 2.50
510 MMn DMo KnightsEnd,p7 1.50
ANNUAL 1 30.00
ANNUAL 2 19.00
ANNUAL 3 12.00
ANNUAL 4 50.00
ANNUAL 5 45.00
ANNUAL 6 35.00
ANNUAL 7 32.00
ANNUAL 8 TEe MWb Ra's Al Ghul 7.00
ANNUAL 9 6.00
ANNUAL 10 DCo DMo Hugo Strange 6.00
ANNUAL 11 GFn AMo Claylaos Penguin 7.00
ANNUAL 12 RAn MBo Slade's Demon 4.00
ANNUAL 13 MBi JOw Two-Face 3.50
ANNUAL 14 CSp AHe D:Two-Face Neal Adams cover 3.00
ANNUAL 15 Arm 2001 4.75
ANNUAL 15A 2nd print 2.00
ANNUAL 16 2.50
ANNUAL 17 EBa DMo Bloodlines p8,1:Decimator 2.50
ANNUAL 18 Elseworlds tale 2.50

BATMAN ADVENTURES

DC COMICS (1992-current)

1 5.50
2 4.00
3 3.50
4-5 3.00
6 2.50
7 w/card 8.00
7A w/o card 2.25
8-10 .50
11 MPr KPu Man-Bat 1.50
12 MPr KPu Batgirl,Catwoman, Poison Ivy,Harley Quinn 1.50
13 MPr KPu Talia .50
14 MPr KPu Robin vs Ventriloq? .50
15 MPr KPu vs cop killer 1.25
16 MPr KPu vs Joker .50
17 MPr KPu vs Ra's Al Ghul 1.50
18 MPr KPu Batgirl .50
19 MPr KPu Scarecrow 1.50
20 MPr KPu vs Mastermind,others .50
21 vs Dr Donan & Man-Bat .50
22 MPr KPu vs Two-Face .50
23 MPr KPu Poison Ivy 1.50

MAD LOVE (1993)
SC CTi PDi O:Harley Quinn 4.50

THE COLLECTED ADVENTURES
TPB reprints Batman Adv's #1-6 5.95
TPB Vol 2, reprints #7-12 5.95

BATMAN AND THE OUTSIDERS

DC COMICS (1983-1986)

1 2.00
2-4 1.50
5 New Teen Titans X-over 1.75
6-31 1.25
32 Batman quits 1.50
ANNUAL 1,2 1.50
becomes *Adventures of the Outsiders*

BATMAN BOOKS

DC COMICS

ANIMATED MOVIE (1993)
1 film adaptation,PF 4.95
1A standard format 2.95

ARCHIVES (1990-91)
1 HC reprints Detective #27-50 39.95
2 HC 39.95
3 HC reprints Detective #71-86 39.95

ARKHAM ASYLUM
HC 24.95
TPB 14.95

BATMAN COLLECTION
1 Slipcase Edition-TPB reps Yr One Dark Knight,Arkham Asylum Catwoman Her Sister's Keeper 37.75
2 29.80

BATMAN/DRACULA:RED RAIN
TPB KJo DMo reprints hard cover 9.95

BATMAN GALLERY (1992)
1 various artwork featured 2.95

BATMAN RETURNS (1992)
1 3.95
1A Prestige Format edition 5.95

BATMAN/SPAWN:WAR DEVIL (1994)
(DC/IMAGE)
SC KJa DMo/CDi/AGr Spawn in Gotham City,PF 4.95

BATMAN THE MOVIE (1989)
1 Movie Adaptation,Deluxe 4.95
Official Book of The Movie 9.95

BIRTH OF THE DEMON
HC NBr MWb teams w/R. Al Ghul 24.95
SC NBr MWb 9.95

BRIDE OF THE DEMON
HC TGg MWb Ra's Al Ghul 19.95
SC TGg MWb 12.95

BLIND JUSTICE
TPB reprints Detective #598-600 7.50

CATWOMAN DEFIANT (1992)
PF 4.95

COMPLETE FRANK MILLER BATMAN
1 FMi Leatherbound 29.95
1A 2nd print 29.95

THE DARKS
1 TPB 1943-1944 9.95
2 TPB 1944-1945 12.95
HC (5,500) 60.00

DARK KNIGHT ARCHIVES
HC rep Batman #1-4 39.95

DEATH IN THE FAMILY
TPB reprints Batman #426-429 3.95

DIGITAL JUSTICE
HC Computer art 24.95

ELSEWORLDS
Batman/Houdini 5.95
The Blue, The Grey, & The Bat (PF) 5.95
Dark Joker The Wild (HC) 24.95
Gotham By Gaslight (PF) 5.00
Holy Terror (PF) 4.95
In Darkest Knight (PF) JBi MWb B. Wayne becomes G. Lantern 4.95
Master of the Future (PF) 5.95
Red Rain (HC) KJo DMo 50.00
Red Rain (TPB) 9.95

FULL CIRCLE (1991)
1 ADa MWb 1 Reaper II 5.95

THE KILLING JOKE (1988)
1 BBo AMo Joker shoots Batgirl 15.00
1A 7.00
1B 3rd print 5.50
1C-F 4th-7th print 3.50

KNIGHTFALL
TPB Vol. 1 reprints KF series 12.95
TPB Vol. 2 reps KF series 12.95

LONELY PLACE OF DYING (1990)
TPB reprints Batman #440-442, New Titans #60-61 3.95

MANY DEATHS OF BATMAN
TPB reps Batman#433-435 3.95

NIGHT CRIES
GN AGr 24.95

PENGUIN TRIUMPHANT (1992)
PF JSo JOs 4.95

THE POISON TOMORROW (1992)
PF MNe DOn Green Arrow 5.95

RA'S AL GHUL
TPB 17.95

SEDUCTION OF THE GUN (1993)
1 VG JOs 2.50

SON OF THE DEMON
HC JBi MWb Ra's Al Ghul 45.00
SC JBi MWb Ra's Al Ghul 9.95

SUNDAY CLASSICS
TPB 19.95
HC 75.00

TALES OF THE DARK KNIGHT
TPB 17.95

TALES OF THE DEMON
TPB reps all classic Ra's Al Ghul stories 17.95

TEN NIGHTS OF THE BEAST (1994)
TPB reprints #417-420 5.95

3-D GRAPHIC ALBUM (1990)
GN JBy JBy 9.95

VENGEANCE OF BANE (1993)
Special 1 GNo JOs 26.00
Special 1A 2nd print 6.50

YEAR ONE (1988)
HC Reprints 20.00
TPB Reprints 9.95

YEAR TWO (1988)
TPB Reprints 9.95

BATMAN FAMILY

DC COMICS (1975-1978)

1 NAd Robin,Batgirl 7.00
2-5 5.00
6 Joker 5.50
7-8 3.50
9 5.00
10 4.50
11-13 5.00
14 4.50
15-16 3.50
17 5.00
18-20 3.50

BATMAN: GOTHAM NIGHTS

DC COMICS (1992)

1-4 MMi JOs people of Gotham 1.25

BATMAN/GRENDEL DEVIL'S RIDDLE

DC COMICS/COMICO (1993)

1 MWa PF Riddler 4.95
2 MWa PF Batman vs Grendel 4.95

BATMAN/JUDGE DREDD JUDGMENT ON GOTHAM

DC/FLEETWAY-QUAL. (1991)

1 AFr JWa Batman,Judge Dredd, Scarecrow,Judge Death 7.00
1A 2nd print 5.95

BATMAN/JUDGE DREDD VENDETTA IN GOTHAM

DC/FLEETWAY-QUAL. (1993)

1 CIe AGr,JWa Batman,Judge Dredd, vs Ventriloquist 4.95

BATMAN/PUNISHER LAKE OF FIRE

DC COMICS/MARVEL (1994)

BKi DOn PF duo vs. Jigsaw in Gotham City 4.95

BATMAN: RUN RIDDLER RUN

DC COMICS (1992)

1-3 MBd GJo 4.95

BATMAN: SWORD OF AZRAEL

DC COMICS (1992-1993)

1 JQu DOn 1 Azrael 21.00
2-3 JQu DOn 17.00
4 JQu DOn 16.00
TPB JQu DOn reprints mini-ser's 12.00
TPB (gold) 45.00

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BATMAN: THE CULT

DC COMICS (1988)

1 BWr JSt 1:Deacon Blackfire 10.00
2 BWr JSt Brainwashed 8.00
3 BWr JSt Robin 8.00
4 BWr JSt D:Deacon Blackfire 7.00
TPB reprints #1-4 14.95

BATMAN: THE DARK KNIGHT RETURNS

DC COMICS (1986)

1 FMi FMi future story 25.00
2 FMi FMi New Robin 12.00
3 FMi FMi D: Joker 7.00
4 FMi FMi vs Superman 5.00
HC reprints #1-4 45.00
HC (50) Press Proof 1,200.00
HC (3950) signed & numbered 275.00
SC reprints #1-4 12.95

BATMAN: TWO-FACE STRIKES TWICE

DC COMICS (1993)

1 PF flip-bk, mini-series dealing w/ Golden & Modern Age Batman 4.95
2 4.95

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BATMAN: SHADOW OF THE BAT #28... The Commissioner confronts Paul about not being the original Batman, they have a falling out, and Paul kicks the $@#% out of a gang.

WIZARD PRICE GUIDE

BATMAN VS PREDATOR

DC COMICS/DARK HORSE (1991-1992)

1 AKu DGr PF Batman cover trading cards 6.00
1A PF Predator cover 6.00
1B Newsstand, without trading cards 1.95
2 AKu DG cards,PF Predator vs Gordon 5.50
2A Newsstand 1.95
3 AKu DGr cards,PF Batcave showdown 4.95
3A Newsstand 1.95

BATTLESTAR GALACTICA

MARVEL (1978-1980)

1-5 TV adaptation 3.00
6-23 original stories 1.50

BATTLETIDE

MARVEL (1992-1993)

1-4 1.75

BATTLETIDE II

MARVEL

1 ALa DAt Death's Head II & Killpower foil-embossed logo 2.95
2 ALa DAt vs Hulk 1.75
3 ALa DAt vs Demon Horde 1.75
4 ALa DAt DH II hit by virus,Hulk, Gabriel & KP vs Necro-Matrix 1.75
5-8 ALa DAt 1.75

B.E.A.S.T.I.E.S.

AXIS (1994-current)

1 JSs 1:B.E.A.S.T.I.E.S. 1.95
2 JSs more about origin 1.95
3 JSs team faces 1st real challenge 1.95

BEATLES EXPERIENCE

REVOLUTIONARY (1991)

ANNUAL 1 P McCartney,B'linger 2.50

BEAUTY AND THE BEAST

MARVEL (1985)

1 Beast Dazzler 2.00
2-4 Beast,Dazzler 1.75

BEAUTY AND THE BEAST

INNOVATION

1 Newsstand Edition 2.50
1A Deluxe Edition 3.95
2-7 2.50

BEAVIS & BUTT-HEAD

MARVEL (1994-current)

1 RPk MLc MTV cartoon stars (huh-huh,huh) critique comics 5.00
2 RPk MLc fun in the morgue 3.00
3 RPk MLc fast food job (cool) 1.95
4 RPk MLc vs J.S. Gladiators 1.95
5 RPk MLc Track and Field Day 1.95
6 RPk MLc havoc in supermarket 1.95

GREATEST HITS (1994)

TPB reprints #1-4 w/new material 12.95

BEWITCHED

DELL (1963-1971)

1 TV show tie-in,photo cvr 95.00
2 photo cvr 60.00
3-6 photo cvrs 45.00
7-9 photo cvrs 35.00
10 20.00
11 12 photo cvrs 35.00
13-18 photo cvrs 25.00
19-21 photo cvrs 20.00

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BEWARE THE CREEPER

DC COMICS (1968-1969)

1 40.00
2-6 20.00

BIKER MICE FROM MARS

MARVEL (1993-current)

1 adaptation of animated show 1.50
2 vs X-Terminator 1.50
3-5 1.50
6 vs Raven Gang,Chicago mayor 1.50
7 1.50

BILL THE GALACTIC HERO

TOPPS (1993-current)

1 MGu HZ 1:Bill 2.50
2 MGu HZ vs the Chingers 2.50
3 MGu HZ! on Helior planet 2.50
4 MGu HZ! 2.50

BIONEERS

MINOT

1 1 Team Dragonfighters,"Top Secret" title cvr,w/cards,coupon 2.75
2-5 2.75

BIRTH OF THE DEFIANT UNIVERSE

DEFIANT (1993)

1 preview ed.,signed & numb'd 140.00

BISLEY'S SCRAPBOOK

ATOMEKA (1993)

1 tie-in w/Monster Massacre, 3 stories w/SBi art,pinups of Bisley's new creations 2.50

BLACK AXE

MARVEL (1993-current)

1-5 1.75
6 Black Panther 0:Ajnkaa 1.75
7-13 1.75

BLACK CANARY

DC COMICS

MINI-SERIES (1991-1992)

1-4 TEe SBy 1.75

REG. SERIES (1993-current)

1 7 TEe SBy 1.75
8 JOw The Ray 1.75
9 TEe SBy Huntress 1.75
10 TEe SBy Nightwing,Huntress 1.75
11 TEe SBy Nightwing,Huntress, vs Symitar 1.75
12 TEe SBy final issue 1.75

BLACK CAT

MARVEL (1994)

1 AWm TKa mini-ser's,vs Cardiac 1.50
2 AWm TKa up against Faze 1.50

BLACK CONDOR

DC COMICS (1992-1993)

1-12 RMo BAu 1.25

BLACK FLAG

IMAGE (1994)

PREVIEW ED DFr limited edition 1.95

BLACKHAWK

DC COMICS (1957-1984)

108 1st DC issue 300.00
109-112 100.00
113-120 90.00
121-136 75.00
137-145 50.00
146-160 40.00
161 166 35.00
167 1st 12-cent issue 40.00
171 180 20.00
181-190 10.00
191 8.00
192-240 6.00
241-250 3.00
251-272 1.50
273 final issue 3.00

2ND SERIES (1989-1990)

1-6 1.50
7 2.50
8-16 1.75

MINI-SERIES (1988)

1-3 3.50

SPECIAL (1992)

1 3.50

BLACK LIGHTNING

DC COMICS (1977-1978)

1 4.00
2-11 2.00

BLACK MASK

DC COMICS (1993)

1 JBa BAu post-Korean War story,PF 4.95
2 JBa BAu 4.95
3 JBa BAu vs Valentine 4.95

BLACK ORCHID

DC COMICS

MINI-SERIES (1988-1989)

1 DMk NGa 0:Black Orchid 8.50
2 DMk NGa Batman,Joker, Riddler,Poison Ivy 7.00
3 DMk NGa Swamp Thing 6.00
TPB reprints #1-3 19.95

SERIES (1993-current)

1 JTh DFo 2.50
1A Platinum edition 35.00
2 JTh DFo 2.25
3 JTh DFo vs Logos 2.25
4 JTh DFo 1:Nick 1.95
5 JTh DFo Swamp Thing 1.95
6 JTh DFo in San Antonio,TX 1.95
7 RGu DFo plane ambushed 1.95
8 RGu DFo on quest for identity 1.95
9 RGu DFo discovers true lineage 1.95
10-11 RGu DFo 1.95
12 RGu DFo 1.95
ANNUAL 1 Children's Crusade 3.95

BLACK PANTHER

MARVEL (1977-1979)

1 JKi JKi 1:Collectors 10.00
2 JKi JKi Six Million Year Man 5.00
3-10 4.00
11-15 3.00

MINI-SERIES (1988)

1-4 vs Supremacists 1.[illegible]

PANTHER'S PREY (1991)

1 DWa DMc vs Solomon Prey 4.[illegible]
2-3 DWa DMc Solomon Prey 4.95
4 DWa DMc Prey defeated 4.95

BLACKSTAR

GALAXINOVELS (1993)

1 novel about nuclear submarine, bagged w/poster & card 3.95

BLACK SABBATH

MALIBU

1 bio of English heavy metal band, scrapbook sect'n w/new photos 3.95

BLACKWATCH

HEROIC (1993-current)

1 DGr BWr faces AIDS 3.95

BLACKWULF

MARVEL (1994-current)

1 AMe GHd 1:Blackwulf,Lord Tantalus & Peacekeepers 2.50
2 AMe GHd new Blackwulf 1.50
3 AMe GHd Scorch 1.50

BLADE, THE VAMPIRE HUNTER

MARVEL (1994-current)

1 DWh IEd Foil-stamped cvr 2.95
2 DWh IEd confronts Dracula 1.95

BLAZE

MARVEL

MINI-SERIES (1993-1994)

1 RWa HMa search for family 1.75
2 RWa HMa vs Hidden assassins 1.75
3 RWa HMa 1.75
4 RWa HMa vs Regent's forces 1.75

SERIES (1994-current)

1 HMt LHa on the road,vs. Ice Box Bob, embossed foil-stamped cvr 2.95

BLOOD & GLORY

MARVEL (1992)

1-3 Kja DCh Cap & Punisher 5.95

BLOOD & ROSES: SEARCH FOR THE TIME STONE

SKY COMICS (1994)

1 B & R vs prehist'c ogre,DGr cvr 2.50
2 in Middle Ages 2.50

BLOODBATH

DC COMICS (1993)

1 CWj end of Bloodlines story 3.50
2 CWj Superman & New Blood vs aliens & the Taker 3.50

BLOODFIRE

LIGHTNING (1993-current)

0 0:Brian Reace 3.50
1 1 Bloodfire,foil-stamped cvr 10.00
1A platinum edition 40.00
2 0:Bloodfire 6.00
3 5.00
4 4.50
5 Halloween polybag,Perg card, travels to N. Jersey,vs Storman 3.75
6 rematch w/Capt. Storman 2.95
7 Stealth,rescue of Clinton & Gore 2.95
8 Bloodfire's son transformed 2.95
9 Rampage,p1,Brian vs Dr. Thorpe 2.95
10 2.95
11 battle w/Rampage ends 2.95
12 kicked out of military 2.95

BLOODSEED

MARVEL (1993-current)

1 LSh PNe Marvel UK/Frontier title 1,Bloodseed,gold ink cvr 1.95
2 LSh PNe female version of Bloodseed,gold ink cvr 1.95
3 learns identity of master 1.95
4-8 1.95

BLOODSHOT

VALIANT (1992-current)

0 KVh 0:Bloodshot,Eternal Warrior foil chromium cvr by JOu 5.00
0A gold edition 50.00
1 Chromium cover,part of his O. 9.00
2 DPe KVh returns to NY vs Ax 4.00
3 DPe KVh mob discovers Bloodshot's identity 4.00
4 DPe KVh Project:Rising Spirit revealed 3.50

Bloodshot #18 Bloodshot must use his nanite-based abilities to stop a mid-Eastern terrorist. Those darn Minnesotans can be so feisty.

5 Rar 3.50
6 1 Ninjak
7 DPe KVh Ninjak 6.50
8 MMo KVh Geoff the Geomancer 2.75
9 DPe KVh searches for Jillian 2.25
10 DPe KVh search for "Tunnel Rat" 2.25
11 Emp. Dynasty,p2 vs Speedshot 2.25
12 trouble-filled day off in London 2.25
13 In middle of Weaponeers/ WEBNET war 2.25
14 vs Benito Carbonl 2.25
15 DPe KVh searches for Cinder 2.25
16 DPe KVh protects peace negotiator,w/Valiant Era card 2.25
17 DPe KVh H.A.R.D. Corps 2.25
18 AWn KVh tracks a missile 2.25
19 MVo KVh vs vigilante clown 2.25
20 Chaos Effect-Gamma,p1 2.25
YEARBOOK 1 MBI KVh love story 3.95

BLOODSHOT

IMAGE (1993-current)

1 2.95
2-3 1.95
4 RLd KGi returns to Wash. D.C 1.95
5-7 1.95
8 Chapel joins team 1.95
9 1.95
10 Extreme Prejudice,p7 coupon 1.95
25 Images of Tomorrow 1.95
11 x-over with Savage Dragon 1.95

BLOOD SYNDICATE

DC COMICS (1993-current)

1 Direct Market,bagged 3.50
1A Newsstand 2.00
2-5 1.50
6 John Wing,vs Demon Fox .50
7-8 vs Demon Fox 1.50
9 O:Blood Syndicate 1.50
10 Shadow War spot-varnished cvr,dbl sz 2.50
11 Oro,Aquamaria 1.50
12 members in House of L Amour 1.50
13 CWI IVe Roach War,p1 .50
14 CWI IVe p2,Kwai faces parents 1.50
15 CWI IVe search for W. Roach .50
16 CWI IVe Worlds Collide p6 1.50
17 CWI IVe Worlds Collide,p13 1.75

BLUE UNY

DARK HORSE (1993-current)

1-4 AMc 3.95

BOMBAST

TOPPS (1993)

1 DAy GFr w/the Savage Dragon (from Image),bagged w/card 2.95

© Jeff Smith

BONE #13

CARTOON BOOKS (1991-current)

1 JSm 175.00
1A 2nd printing. 15.00
1B 3rd printing 8.00
1C 4th printing 5.00
1D 5th printing 3.25
2 JSm 85.00
2A 2nd printing. 10.00
3 JSm 60.00
3A 2nd printing. 8.00
4 JSm 32.00
5 JSm 30.00
6 JSm 21.00
7 JSm 16.00
8 JSm 15.00
9 JSm 8.00
10 JSm 7.00
11-13 JSm 2.95
14 JSm 2.95
15 JSm 2.95

THE COLLECTED ADVENTURES

SC reprints issues #1-6 12.95

BOOK OF THE DEAD

MARVEL (1993-current)

1 M-Thing,Frankenstein's m'ster 1.75
2-5 1.75
6 1.75

BOOK OF THE MENU

DARK HORSE

1 2 2.00
HC 49.95

BOOKS OF MAGIC

DC COMICS (MINI-SERIES, 1990-91)

1 JBo NGa 1 Tim Hunter Phantom Stranger 7.50
2 SHm NGa John Constantine 8.50
3 CVe NGa Dr. Occult 6.50
4 PJo NGa Mister E 6.00
TPB 9.95

SERIES (1994-current)

1 JRa solo series for Tim Hunter 1.95
2 JRa vs Manticore 1.95
3 p3,Tim tries to save Faerie 1.95
4 guest starring that cute Death chick from "The Sandman"! 1.95

BRAT PACK

KING HELL/TUNDRA (1990-91)

1 RVe RVe 6.50
1A 2nd print 3.00
2-4 RVe RVe 4.00
5 RVe RVe 3.25

BRATS BIZARRE

MARVEL

1 TSn PMs Epic title 2.50
2 TSn PMs focus on Bebe,w/card 2.50
3 TSn PMs vs Hive,w/card 2.50
4 TSn PMs final issue w/card 2.50

BRAVE & THE BOLD

DC COMICS (1955-1983)

1 Viking Prince 1,500.00
2 500.00
3 300.00
4 300.00
5 Robin Hood 300.00
6-10 250.00
11-12 200.00
13-22 180.00
23 O:Viking Prince 250.00
24 180.00
25 Suicide Squad 400.00
26-27 Suicide Squad 220.00
28 MSk GFo 1 J.L.A. 3,750.00
29 MSe GFo 2nd JLA 1,500.00
30 MSe GFo 3rd JLA 1,350.00
31 Cave Carson 225.00
32-33 Cave Carson 100.00
34 Hawkman 1,200.00
35 Hawkman 375.00
36 Hawkman 320.00
37 Suicide Squad 150.00
38-39 Suicide Squad 140.00
40-41 Cave Carson. 80.00
42 Hawkman 225.00
43 O Hawkman 265.00
44 Hawkman 190.00
45-49 Strange Sports 30.00
50 Green Arrow 85.00
51 Aquaman,Hawkman 140.00
52 Sgt. Rock 75.00
53 Flash,Atom 30.00
54 1 Teen Titans 175.00
55 Atom Metal Men 20.00
56 Flash,John J'onzz 20.00
57 1:Metamorpho 90.00
58 Metamorpho 40.00
59 Batman 50.00
60 Teen Titans 60.00
61 Starman,Black Canary 50.00
62 Starman 50.00
63 Wonder Woman,Supergirl 15.00
64 Batman,Eclipso 50.00
65 Doom Patrol 15.00
66 Metal Men,Metamorpho 12.00
67 Batman 25.00
68 Batman 45.00
69 Green Lantern 20.00
70 Hawkman Batman 20.00
71 Green Arrow 20.00
72 Spectre 15.00
73 Aquaman, Atom 15.00
74 Metal Men Batman 15.00
75 Spectre Batman 15.00
76 Plastic Man 15.00
77 Batman Atom 15.00
78 Wonder Woman 15.00
79 NAd Deadman, Batman 27.00
80 NAd Creeper,Batman 25.00
81 Flash,Batman 25.00
82 Aquaman,Batman 25.00
83 Teen Titans 37.00
84 Sgt. Rock 25.00
85 Green Arrow 25.00
86 Deadman Batman 25.00
87 Wonder Woman 15.00
88 Wildcat 15.00
89 Phantom Stranger 15.00
90 Adam Strange 15.00
91 Black Canary 15.00
92 Batsquad 15.00
93 NAd House of Mystery 25.00
94 Teen Titans 10.00
95 Plastic Man 10.00
96 Sgt. Rock 10.00
97 Wildcat 10.00
98 Adam Strange 10.00
99 Flash Batman 10.00
100 NAd Green Arrow 25.00
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140 Wonder Woman 4.00
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MINI-SERIES (1991-1992)

1-6 SAp MGr/MBo Butcher Green Arrow Question 1.75

BREAK THE CHAIN

MARVEL (1994-current)

1 KBa KRs/KBa quarterly series co-written by rapper KRS-One, includes audio cassette 6.99

BREAK-THRU

MALIBU (1993-current)

1 GPe bookend for major Ultraverse crossover event! 3.50
1A Ultra-limited/foil edition 40.00
2 GPe heroes converge upon moon, vs Quattro Warstrike vs Wraith 2.50

BREED

MALIBU (1994-current)

1 JSt O:Breed (Raymond Stoner), first bk under Bravura imprint 3.50
2 JSt gov't asks for Breed's help 2.75
3 JSt 2.50
4 JSt discovers his mom's alive 2.50
5 JSt assassins attack,w/ Bravura Gold Stamp 2.50
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BRIGADE

IMAGE (1993)

0 RLd story of how team was formed,Battlestone vs Y'blood & Shall,Emp 1.95

MINI-SERIES (1992-1993)

1 MMy RLd 1:Brigade 6.00
1A limited ed. gold foil cover 65.00
1B limited ed.,gold foil signed 90.00
2 With coupon 5.75
2A Without coupon 3.00
3 1.95
4 2.50

REG. SERIES (1993-current)

1 1.95
2 Mini-coke cover 2.95
3 MMy ESp Battlestone vs Cabbot GPe cover 1.95
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BRINKE OF ETERNITY

CHAOS! COMICS

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DC COMICS (1968)

1 25.00
2 20.00

CABLE

MARVEL

LIMITED SERIES (1992)

1 JRj FNi 3.50
2 JRj FNi 2.50

SERIES (1993-current)

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2-4 2.00
5 FNi Six Pack vs Executive Elite 2.00
6 FNi Fathers & Sons 2.25
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CADILLACS & DINOSAURS

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3-D

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TOPPS (1994-current)

1 DGi RTh based on earlier series & anim'd ser's,foil-enhanced cvr 2.95

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CABLE #13... It's round two of Lee Forrester and Cable vs. D'Spayre, with an unexpected ally found in...Belasco?

WIZARD PRICE GUIDE

1A newsstand ed DGi cvr 2.50
2 DGi RTh w/poster 2.50
2A newsstand version 2.50
3 DGi RTh Felicia's dad is found w/poster 2.50
3A DGi RTh newsstand edition 2.50

MAN-EATER (1994)

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MARVEL (1992-1993)

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12 DTu Iron Fist 1.75
13-16 1.25
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HARRIS (1993-94)

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DIE-HARD STUDIOS

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MARVEL (1968-current)

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104 JK SLe Red Skull Nick Fury 40.00
105 JK SLe Swordsman Batroc Laser 40.00
106 JK SLe vs Steve Rogers Android 40.00
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109 JK SLe Origin retold 55.00
110 JSe SLe Rick Jones as Bucky vs Hulk 53.00
111 JSe SLe vs HYDRA 53.00
112 25.00
113 JSe SLe Avengers N Fury 50.00
114-116 20.00
117 1 Falcon 45.00
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131 GCo SLe R Bucky IR Hood 12.00
132 GCo SLe Dr. Doom,Modok, Bucky's an android 12.00
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298 PNe JDm D Red Skull 3.00
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307 PNe JDm Captain Britain 1:Madcap 3.00
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CANUCK COMIX (1975-1981)

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TOPPS (1993)

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CATWOMAN

DC COMICS

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TPB reprints mini-series 9.95

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(1977-current)

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1A counterfeit,different paper stock 50.00
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TPB reprints Cerebus #114-136 25.00

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TPB reprints Cerebus #139-150 17.00

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DC COMICS (1993-current)

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3-4 Deathstroke .75
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MINI-SERIES (1991)

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8 BHI GCy O:Black Widow 10.00
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16 BHI BMa Magneto vs Dr. Doom,Beast,Hulk 10.00
17 GTu BMa Sentinels, Vanisher,Blob,Jnus 12.00

THE CHAOS EFFECT: OMEGA

VALIANT (1994)

BLa BCh Chaos Effect-Omega,p18, conclusion to x-over 2.25

CHARLEMAGNE

DEFIANT (1994-current)

1 APo PNu 1:Charlemagne 3.25
2 APo JSh vs War Dancer 2.50
3 APo DCh 2.50
4 Foolkunt,p6 3.25

CHILDREN OF THE VOYAGER

MARVEL (1993)

1 1st Marvel JK/Frontier title 1:the Voyager,painted/glow-in-dark cvr w/embossed figure 2.[illegible]
[illegible] 1.95
3 Sam Wantling vs the Voyager 1.[illegible]
4 final issue 1.95

THE CHILDREN'S CRUSADE

DC COMICS (1993-1994)

1 Vertigo crossover book 4.25
2 Maxine stays in Free Country 3.95

CHILLER

MARVEL (1993)

1 JHu Epic series 1:Brian Tracy 7.95
2 JHu 7.95

THE CHROMIUM MAN

TRIUMPHANT (1993-current)

0 Chromium begins new life 2.50

CATWOMAN #13: The only thing that can help Selina's friend walk again is in the hands of a big ammunitions dealer, so she has to try to—surprise!—steal it.

WIZARD PRICE GUIDE

1 1:Chromium,w/2 coupons, Galactic Chronometry Year date 5.00
2 APo JRi vs raiders,w/coupon 4.00
3 APo JRi vs Tarsak's assassins ..2.50
4 APo JRi forced into servitude 2.50
5 APo JRi 2.50
6 APo JRi CM's special package ..2.50
7 APo JRi package causes trouble 2.50
8 APo JRi 2.50
9 APo JRi Chromium & Layanna's relationship put to test 2.50
10 ....2.50
11 same as "Prince Vandal" #6 2.50

VIOLENT PAST (1993)

1 first Triumphant mini-series 2.50
2 Chrom. & Candi get answers 2.50
3-4 ....2.50

CLASSIC SPEED RACER: 'RETURN OF THE GRX'

NOW (1994)

1 Speed regains interest in car 1.95
2 SR seduced by transformed car 1.95
3 ....1.95

CLASSIC STAR WARS

DARK HORSE (1992-1994)

1 AWi AGn reprints daily strip 5.00
2 AWi AGn reprints daily strip 4.00
3 AWi AGn reprints daily strip ..3.50
4-6 AWi AGn reprints daily strip ...3.00
7-18 AWi AGn reprints daily strip ..2.50
19 ....2.50
20 final issue 3.50
TPB vol 1 reprints #1-7 ....15.95

A NEW HOPE (1994-current)

1 reprints 1977 Marvel movie adaptation 3.95

CLASSIC X-MEN

MARVEL (1986-1990)

1 reprints Giant Size X-Men #1, with new material 10.00
2 rep X-Men #94 6.00
3 rep X-Men #95 new Thunderbird backup story 5.00
4 rep X-Men #96 new Wolvie & Nightcrawler story 5.50
5 rep X-Men #97 5.50
6 rep X-Men #98 new Cyclops & Phoenix story 5.50
7 rep X-Men #99,new Hellfire Club back up story 5.50
8 rep X-Men #100 5.50
9 rep X-Men #101 5.50
10 rep X-Men #102,new Sabretooth vs Wolverine story 10.00
11 4.50
12 O:Magneto 8.00
13-16 4.50
17 rep X-Men #111,new Wolverine vs X-Men story 7.00
18 rep X-Men #112,new Phoenix back up story 4.50
19 rep X-Men #113,new Magneto back up story 4.50
20 rep X-Men #114, new Storm back up story 4.50
21 rep X-Men #115, new Colossus back up story ...4.50
22 rep X-Men #116 4.50
23-25 rep X-Men #117-119 4.25
26 rep X-Men #120 7.00
27-30 rep X-Men #121-124 ....2.75

CLASSIC X-MEN #30

31 rep X-Men #125,new Professor X back up story 2.75
32 rep X-Men #126,new Wolverine back up story 2.75
33 rep X-Men #127,new Havok back up story 2.75
34 rep X-Men #128,new Hellfire Club back up story 2.75
35-38 rep X-Men #129-132 ....2.75
39 rep X-Men #133,new Wolverine story by Jim Lee 10.00
40 rep X-Men #134 ....2.50
41 rep X-Men #135,new Mr Sinister back up story 1.75
42 rep X-Men #136,new Mr Sinister back up story 1.75
43 rep X-Men #137,new Phoenix back up story 1.75
44-45 rep X-Men #138-139 ....1.75
becomes *X-Men Classic*

CLIVE BARKER TAPPING THE VEIN

ECLIPSE (1989-92)

1 ....12.00
2-3 ....7.50
4 ....7.95

CLOAK & DAGGER

MARVEL

MINI-SERIES (1983-1984)

1-3 RLe BMa 1.75
4 RLe BMa O:Cloak & Dagger ..1.75

1ST SERIES (1985-1987)

1 RLe BMa 2.00
2 ....2.00
3 Spider-Man 1.50
4 Secret Wars II 1.75
5 1 Mayhem. 1.50
6-7 Mayhem 1.50
8 1.50
9 AAd Mayhem 2.00
10 Dr Strange,vs Dr Doom 2.00
11 final issue 2.00

2ND SERIES (1988-91)

1 X-Factor 2.50
2-3 ....2.00
4 Inferno Mayhem 2.00
5-7 2.00
8 Acts of Vengeance 2.00
9 Avengers,Acts of Vengeance 2.00
10 Acts of Vengeance,Dr Doom ..2.00
11-15 ....2.00
16-17 Spider-Man 2.00
18 Infinity Gauntlet,Ghost Rider ..2.00
19 O:Cloak & Dagger 2.50

PREDATOR & PREY (1988)

GN LSt BMa Jack the Ripper 14.95

CODE NAME: STRYKE FORCE

IMAGE (1994)

1 MSi spotlight on M. Stryker 1.95
2 MSi vs cult leader in NYC 1.95
3 MSi vs Death's Angel 1.95
4 MSi 1.95
5 MSi 1.95

COLORS IN BLACK

DARK HORSE

1 2nd "Comics from Spike" series 2.95
2 ....2.95
3 story of three young boys 2.95
4 ....2.95

COMICS' GREATEST WORLD

DARK HORSE (1993)

ARCADIA

Week 1 X CWa JPr 1st Comics Greatest World book 2.00
Week 1/X Platinum Edition 50.00
Week 1/X Collector's Pack 25.00
Week 2 Pit Bulls JPh JPr 1:Pit Bulls 1.50
Week 3: Ghost AHu JPr 1:Ghost ..1.50
Week 4: Monster DTm JPr 1:M'ter 1.50
Arcadia Limited TPB 30.00
Sourcebook Limited Edition. 25.00

GOLDEN CITY

Week 1 Rebe BKe Rebel JOr cvr 1.25
Week 1 Rebe Gold Edition 30.00
Week 2 Mecha BKe 1 Mecha 1.25
Week 3 Titan BKe 1 Titan WS cvr 1.25
Week 4: Catalyst BKe 1:Catalyst,GPe cover 1.25
Golden City Limited TPB 30.00

STEEL HARBOR

Week 1 Barb Wire 1.25
Week 2 The Machine 1.25
Week 3: Wolf Gang 1.25
Week 4 Motorhead 1.25

VORTEX

Week 1 Division 13 DMn RSr 1:Div 13,vs Seekers 1.00
Week 2 Hero Zero ESh RSr 1:H. Zero,size-changer 1.00
Week 3. King Tiger PCh RSr 1:K. Tiger 1.00
Week 4 Vortex BMc RSr mysterious figure 1.00

WILL TO POWER

Week 1 MMn JPr shady dealers vs. X, Titan,1 The Scream, Sears cvr ...1.00
Week 2 MMn JPr X vs Monster, The Scream, Sears cvr 1.00
Week 3 MMn JPr climax in Arcadia, Sea s cvr 1.00
Week 4 Steel Harbor story 1 Strikeback 1.00

COMPANY X

TRIUMPHANT (1994-current)

1 BKn JRi new team fights to protect scarce siphon 2.50

CONAN CLASSIC

MARVEL (1994-current)

1 reprints Conan #1 ....1.50
2 reprints 1971 story 1.50
3 reprints "Conan the B'barian" #3 1.50

CONAN THE BARBARIAN

MARVEL (1970-1993)

1 BSm 1:Conan 180.00
2 BSm 65.00
3 BSm 125.00
4-5 BSm 55.00
6-9 BSm 35.00
10-11 BSm 45.00
12-13 BSm 27.00
14-15 BSm 38.00
16 BSm 22.00
17-18 GKa 13.00
19-20 BSm 22.00
21-22 BSm 20.00
23 BSm 30.00
24 BSm 27.00
25 ....10.00
26 ....7.00
27-36 ....5.00
37 NAd 7.00
38-43 ....3.50
44-45 ....5.00
46-57 ....3.00
58 1:Belit 3.00
59-60 ....3.00
61-80 ....2.50
81-114 ....2.00
115 ....3.50
116 ....2.00
117-218 2.00
219-230 1.50
231-240 1.50
241 cover by McFarlane 6.00
242 cover by Jim Lee 1.50
243-255 1.50
256-270 1.25
271 MDo RTh Dark Valley 1.25
272 MDo RTh races to save Isplrana 1.25
273 MDo RTh vs Lord of Purple Lotus 1.25
274 MDo RTh Night Cult returns 1.25
275 MDo RTh final issue,dbl size 2.50
KING SIZE 1 ....12.00
ANNUAL 2 ....3.50
ANNUAL 3 ....2.25
ANNUAL 4-8 ....1.75
ANNUAL 9-12 ....1.50
GIANT SIZE 1 ....8.00
GIANT SIZE 2-5 ....5.50
SPECIAL 1 Red Nails 3.50

CONAN BOOKS

MARVEL

CONAN AND THE RAVAGERS: OUT OF TIME (1992)

GN 9.95

CONAN OF THE ISLES

GN 8.95

CONAN THE BARBARIAN MOVIE ADAPTATION

1 JBu MFl 1.50
2 JBu MF 1.50

CONAN THE DESTROYER MOVIE ADAPTATION

1 ....1.25

CONAN THE REAVER

GN 9.95

CONAN THE ROGUE

GN 9.95

HORN OF AZOTH

GN 8.95

SKULL OF SET

GN PGu DMo evil god 8.95

CONAN SAGA

MARVEL (1987-current)

1 ....5.00
2 ....4.25
3 ....4.00
4-10 ....3.50
11-20 ....3.25
21-35 ....3.00
36-45 ....2.75
46-57 ....2.50
58-74 2.25
75 special issue,polybagged 3.95
76 five stories 2.25
77 reprints Conan #38-39 ....2.25
78 reps Conan #43-45 ....2.25
79-80 2.25
81 w/Red Sonja story 2.25
82 Red Sonja story 2.25
83-84 ....2.25
85 never-before reprinted stories. 2.25
86 Red Sonja,King Kull 2.25
87 The Secret of Ashtoreth 2.25
88 must restore Queen to throne ...2.25
89 Battle at the Black Walls. 2.25

CONAN THE ADVENTURER

MARVEL (1994-current)

1 RKy RTh Con as young warrior 2.50
2 RKy RTh joins war party 1.50
3 RKy RTh 1.50

CONAN THE KING

MARVEL (1984-1989)

previously *King Conan*

20-35 ....2.00
36-55 1.75

CONCRETE

DARK HORSE (1987-1988)

1 PCh 15.00
1A PCh 2nd print 5.00
2-4 PCh 5.00
5-10 PCh 4.00

ECLECTICA (1993)

1-2 gun control,100 Horrors stories 2.50

Cosmic Powers #5... Tyrant tortures Morg to try to sway his allegiance from Galactus. Thanos, Terrax, Ganymede, Jack of Hearts, and Legacy form an uneasy alliance to defeat Tyrant.

CONCRETE BOOKS

DARK HORSE

COMPELETE SHORT STORIES 1986-1989

HC reprints Dark Horse Presents' Concrete stories 39.95

EARTH DAY (1990)

1 ..... 6.00

FRAGILE CREATURE (1991-1992)

1-4 ..... 2.50

LAND & SEA (1989)

1 ..... 3.00

NEW LIFE (1989)

1 ..... 3.00

CONEHEADS

MARVEL (1994-current)

1 new Coneheads stories 1.75
2 airplane rescue 1.75
3 in Paris 1.75

CONTEST OF CHAMPIONS

MARVEL (1982)

1-3 JRi MGn 1st Marvel mini-series 6.00

COSMIC POWERS

MARVEL (1994-current)

1 showcase of popular characters .2.50
2 spotlight on Terrax 2.50
3 Jack of Hearts,Ganymede 2.50
4 Legacy,search for Nitro 2.50
5 Tyrant holds Morg captive 2.50
6 Tyrant's relationship w/Galactus .2.50

COUNTRY WESTERN COMIX

REVOLUTIONARY (1994-current)

1 Garth Brooks,D Parton,B.R. Cyrus .2.50

COUTOO

DARK HORSE (1994-current)

1 1:Lieutenant Joe Kraft 3.50

COYOTE

MARVEL (1983-1986)

1-10 ..... 1.50
11 TMc SEn O:Slash McFarlane's 1st work at Marvel 5.00
12 TMc SEn 1:Scorpio Rose 1.50
13 TMc SEn Scorpio Rose 1.50
14 TMc SEn Badger 1.50
15-16 ..... 1.50

CRAZYMAN

CONTINUITY (1992)

1-5 ..... 2.50

2ND SERIES (1993)

1 die-cut comic (w/CM's profile) .2.50
2 special NAd cover 2.50
3 ..... 2.50
4 Rise of Magic tie-in 2.50
5 ..... 2.50
6 Rise of M..in dimens'n of Magic .2.50
7 CM probes magic dimension 2.50
8 ..... 2.50

3RD SERIES (1994-current)

1 vs lens o bad guys 2.50
2 Rabid Raiman 2.50

CREATURES ON THE LOOSE

MARVEL (1971-1975)

formerly Tower of Shadows

10 1:Kull 28.00
11-37 ..... 3.00

CREEPY

WARREN (1964-1985)

1 ..... 45.00
2 ..... 20.00
3-12 ..... 10.00
13 ..... 9.00
14 NAd 15.00
15-24 ..... 9.00
25-40 ..... 6.00
41-47 ..... 5.00
48 1973 special 8.00
49-54 ..... 5.00
55 1974 special 8.00
56-64 ..... 5.00
65 1975 special 8.00
66-145 ..... 5.00
146 ..... 8.00

CREEPY FEARBOOK

HARRIS (1993)

1 anthology one-shot 10.00

CRISIS ON INFINITE EARTHS

DC COMICS (1985-1986)

1 GPe MWo :Pariah O:Earth-3.1:Blue Beetle II 6.75
2 GPe MWo 1:Anti-Monitor 5.00
3 GPe MWo D:Kid Psycho. O:Alex Luthor 4.50
4 GPe MWo 1&O:Lady Quark 1&O:Dr Light II,D:Monitor 4.50
5 GPe MWo Earths 1 & 2 merge,D:Freedom Fighters 4.50
6 GPe MWo Earths S,X,4 merge 1 Captain Atom 4.50
7 GPe MWo D:Supergirl O:Anti-Monitor,O:Universe 7.50
8 GPe MWo D:Flash ..... [illegible]
9 GPe MWo villains invade 4.50
10 GPe MWo D:Aquagirl D:Psimon,Spectre 4.50
11 GPe MWo single Earth created 4.50
12 GPe MWo D:Dove,D:Lor Lemaris,D:Anti-Monitor 5.50

THE CROW

CALIBER (1989)

1 ..... 35.00
1A 2nd print 5.00
1B 3rd print 3.00
2 ..... 25.00
2A 2nd print 3.00
2B 3rd print 3.00
3 limited print run 25.00
4 ..... 20.00

THE CROW

TUNDRA (1992)

1-3 JOb JOb 6.00

THE CROW COLLECTED

TPB reprints all Crow stories, w/new material 15.95

CRY FOR DAWN

CRY FOR DAWN (1989-1994)

1 ..... 60.00
1A 2nd print 3.50
1B 3rd print 3.50
2 ..... 35.00
2A 2nd print 3.00
3 ..... 15.00
4-5 ..... 13.00
6 JLi JMk Hell Close Up 4.00
7-8 ..... 4.00
[illegible] 2.50
Capital City Distrib'n edition 15.00
SC Reprints 1-3 plus new mat 14.95

CURSE OF THE WEIRD

MARVEL (1993-1994)

1 rep's pre-code Atlas/Marvel bks 1.25
2-3 ..... 1.25
4 ..... 1.25

CYBERFORCE

IMAGE (1992-1993)

0 O:Cyberforce 1.95
1 MSi ESi 1:Cyberforce image 0 coupon 11.00
1A Without coupon 4.00
2 ..... 4.00
3 ..... 2.50
4 ..... 2.50

SERIES (1993-current)

1 ESi/MSi 1.95
2 ESi/MSi Killer Instinct x-over 1.95
3 ESi/MSi K. Instinct concludes 1.95
4 ESi/MSi Ballistic wreaks havoc 1.95
5 ESi/MSi faces dilemma 1.95
6 ESi/MSi Ballistic learns more about her sordid past 1.95

CYBERRAD

CONTINUITY

1 ..... 2.00
1A Direct market,Hologram 3.00
2-5 ..... 2.00

2ND SERIES (1991-1992)

1-7 ..... 2.50

3RD SERIES (1993-current)

1 Deathwatch 2000,p8,bagged w/card,hidden image cover 2.50
2 D'watch 2000,p14,bagged w/2 cards, alternative cover 2.50
3 DW 2000,p20 (conclusion) CyberRad must save world,bgd w/card,wraparound Tyvek cover .2.50
4 ..... 2.50
5 dbl-sz annual,silver foil cvr 3.95
6 ..... 2.50
7 discovers true uniqueness 2.50
8 finds true enemy,mystery begins 2.50

CYBERSPACE 3000

MARVEL (1993-current)

1 STa GRu glow-in-the-dark cvr 2.95
[illegible] GRu link btw Shan O'Meara & Dark Angel revealed 1.75
[illegible] GRu Silver Surfer 1.75
[illegible] 1.75
[illegible] 1.75
[illegible] 1.75
[illegible] 1.75

DAMAGE

DC COMICS

[illegible] 75
[illegible] 75
[illegible] 75
[illegible] 75
5 BMn TJo New Titans 1.95

THE DAMNED CITY

CONTINUITY/CURIOUS

1 JGi RBa 1st Curious imprint book [illegible]ate New York story 2.50
2 [illegible] stories of city 2.50
3 JGi RBa [illegible] city stories 2.50

DANCES WITH DEMONS

MARVEL (1993-current)

1 Marvel UK/Frontier title 1:James Owl foil-embossed cvr 2.95
2 ..... 2.95
3 James Owl goes on vision quest 1.95
4 Ca[illegible] vs Manitou 1.95
5-6 ..... 1.95

DANGER UNLIMITED

DARK HORSE (1994-current)

1 JBy 1:D.Unlimited,Torch of Liberty back-up,Legend comic 2.00
2 JBy 2.00
3 JBy Cal & Terry escape 2.00
4 JBy two Danger teams formed 2.00

DAREDEVIL

MARVEL (1964-current)

1 BEv SLe 1&O:Daredevil. 1:Foggy Nelson 1,300.00
2 JOd SLe Electro 425.00
3 JOd SLe 1 Owl 240.00
4 JOd SLe 1 Purple Man 190.00
5 WWo SLe 1:Matador 175.00
6 WWo SLe 1:Mr Fear 110.00
7 WWo SLe Sub-Mariner,Krang, 1 red costume 160.00
8 WWo SLe 1 Stilt Man 100.00
9 WWo SLe 1&D:Klaus Kruger 90.00
10 BPo WWo 1 Organizer,Anti-Men. While the City Sleeps,p1 ..... 90.00
11 BPo WWo p2 Organizer 90.00
12 JKi SLe Ka-Zar 1:Plunderer 90.00
13 JKi SLe O:Ka-Zar 60.00
14 JRo SLe Plunderer 60.00
15 JRo SLe Ox 60.00
16 JRo SLe 1:Masked Marauder Spider-Man 75.00
17 JRo SLe Masked Marauder Spider-Man 75.00
18 JRo SLe 1:Gladiator 40.00
19 JRo SLe Gladiator 40.00
20 GCo SLe Owl 40.00
21 GCo SLe Owl 40.00
22 GCo SLe 1 Tri-Man Gladiator 40.00
23 GCo SLe Tri-Man,Gladiator 40.00
24 GCo SLe Ka-Zar 40.00
25 G[illegible] Mike Murdock, [illegible] King 30.00
26 [illegible] Stilt Man 25.00
[illegible] Spider-Man 25.00
28 [illegible] Invaders 25.00
29 [illegible] The Boss 25.00
30 [illegible] Thor 25.00
31 GC[illegible] Mr Hyde 25.00
32 [illegible] 25.00
33 GCo SLe the Beetle 25.00
34 GCo SLe the Beetle 25.00
35 GCo SLe Invisible Girl 25.00
36 GCo SLe Trapster 25.00
37 GCo SLe Dr Doom 18.00
38 GCo SLe Dr Doom 18.00
39 GCo SLe 1 Exterminator 18.00
40 GCo SLe Anti-Men 18.00
41 GCo SLe Exterminator 18.00
42 GCo SLe 1 Jester 22.00
43 GCo SLe Captain America, O:Daredevil 18.00
44 GCo SLe Jester 18.00
45 GCo SLe Jester 18.00
46 GCo SLe Jester defeated 18.00
47 GCo SLe mobsters 18.00
48 GCo SLe Stilt-Man 18.00
49 GCo SLe 1 Starr Saxon 12.00
50 BSm SLe Starr Saxon 15.00
51 BSm RTh Starr Saxon 15.00
52 BSm RTh Black Panther 15.00
53 GCo SLe O:Daredevil 18.00
54 GCo SLe Starr Saxon becomes Mr Fear 10.00
55 GCo RTh D: Mr.Fear II 10.00
56 GCo RTh 1:Death's Head 10.00
57 GCo RTh D:Death's Head ID revealed to Karen Page 10.00
58 GCo RTh 1:Stunt-Master 10.00
59 GCo RTh 1&D:Torpedo 10.00
60 GCo RTh Crime-Wave 10.00
61 GCo RTh Jester,Cobra 10.00
62 GCo RTh O:Nighthawk 10.00
63 GCo RTh Gladiator 10.00
64 GCo RTh Stunt-Master 10.00
65 GCo RTh 1:Brother Brimstone 10.00
66 GCo RTh Brother Brimstone 10.00
67 GFr RTh Stilt-Man 10.00
68 GCo RTh Kragg 10.00
69 GCo RTh Black Panther 10.00
70 GCo GFr 1 Tribune 10.00
71 GCo RTh Tribune 9.00
72 GCo GCy 1 Tagak 9.00
73 GCo GCy Iron Man 9.00
74 GCo GCy 1:Smasher 9.00
75 GCo GCy 1:El Condor 9.00
76 GCo GCy O:El Condor 9.00
77 GCo GCy Sub-Mariner, Spider-Man 9.00
78 GCo GCy 1:Man-Bull 9.00
79 GCo GCy Gardner 9.00
80 GCo GCy the Owl 9.00
81 GCo GCy Black Widow becomes a supporting character 9.00
82 GCo GCy Scorpion robot 9.00
83 BSm GCy Mr Hyde robot 9.00
84 GCo GCy Mr Kline 9.00

DANGER UNLIMITED #3... Terry and Cal escape the Xleni "hospitality," and Prof. Parmenter undergoes his own transformation, growing two duplicates of himself. The Torch of Liberty has a cool tale, too.

WIZARD PRICE GUIDE

© Marvel

85 GCo GCy Gladiator 9.00
86 GCo GCy D:Ox 9.00
87 GCo GCy Electro 9.00
88 GCo GCy O:Black Widow, Kilgrave the Purple Man 9.00
89 GCo GCy Electro,Kilgrave 9.00
90 GCo GCy Mr. Fear 9.00
91 GCo GCy D:Mr. Fear 9.00
92 GCo GCy Black Widow becomes DD's co-star 1:Blue Talon 9.00
93 GC[illegible] Indestructible Man 9.00
94 GC[illegible] Man 9.00
95-96 GCo GCy Man-Bull 9.00
97 GCo GCy 1:Dark Messiah 9.00
98 GCo GCy Dark Messiah 9.00
99 SKa SGe Hawkeye 9.00
100 GCo SGe O:Daredevil 1,Angar the Screamer 20.00
101-104 6.00
105 JSt SGe O:Moondragon, O Thanos,Terrible Trio 13.00
106 DHe SGe Moondragon 4.50
107 BBn SGe Captain Marvel, Moondragon Thanos cameo 4.50
108 BBn SGe Beetle 4.50
109 BBn SGe Nekra,Beetle 4.50
110 GCo SGe Mandrill 4.50
111 BB[illegible] 1:Silver Samurai 4.50
112 GCo SGe Shanna,Mandrill 4.50
113 BBn SGe Gladiator 4.50
114 BBn SGe Man-Thing 6.00
115 BBn SGe Death-Stalker 4.00
116-123 4.00
124 GCo MWo 1:Copperhead, Black Widow leaves 4.00
125-130 BBn MWo 4.00
131 BB[illegible] & Bullseye 2.00
132 BBn MWo Bullseye 5.00
133 BB[illegible] Wave .00
134 BBn MWo Chameleon 3.00
135-137 BBn Mwo Jester .00
138 JBy MWo Ghost Rider 12.00
139-145 3.00
146 GKa JSh Bullseye 5.50
147-153 3.00
154 GCo RMc Kilgrave,Cobra, Jester Mr Hyde,Gladiator 3.00
155 FRo RMc Capt America,Beast, Black Widow,Hercules 3.00
156 GCo RMc DD vs DD 3.00
157 GCo RMc Captain America Black Widow,1 Ann-Men II 3.00
158 FM MWo D:Death Stalker .50.00
159 FMi RMc Bullseye .25.00
160 FMi RMc Bullseye,B.Widow .20.00
161 FMi RMc Bullseye,B.Widow 20.00
162 SDi MFi O:Daredevil 12.00
163 FMi RMc vs Hulk 12.00
164 FMi RMc O:Daredevil 12.00
165 FMi FMi Dr Octopus 12.00
166 FMi FMi Gladiator 12.00
167 FMi DMi 1:Mauler 12.00
168 FMi FMi 1:Elektra O:Matt Murdock 40.00
169 FMi FMi Bullseye insane 12.00
170 FMi FMi Kingpin 12.00
171-172 FMi FMi Kingpin 7.00
173 FMi FMi Gladiator 7.00
174 FMi FMi Elektra,Gladiator Kingpin 1:the Hand 7.00
175 FM FMi Elektra,D:the Hand .8.00
176 FM FMi Elektra,1 Stick 6.00
177 FMi FMi Stick,O:Daredevil .6.00
178 FM FMi Kingpin Power Man and Iron Fist,Elektra 6.00
179 FMi FMi Kingpin,vs Elektra 6.00
180 FMi FM Kingpin,Elektra .6.00
181 FMi FM giant size,Bullseye D:Elektra 12.00
182-184 KJa FMi Punisher 15.00
185-189 KJa FM 3.50
190 KJa FMi R(?):Elektra .5.00
191-195 2.00
196 KJa Wolverine 11.00
197-199 2.00
200 Bullseye 3.50
201-218 2.00
219 3.00
220 D: H. Glerin 3.00
221-225 2.00
226 4.00
227 DMa FM .6.00
228-232 DMa FM 3.50
233 DMa FM 3.50
234-237 2.00
238 Sabretooth 7.00
239-240 2.00
241 5.00
242-247 2.00
248-249 Wolverine .8.50
250-251 JRj ANo 2.00
252 Fall of the Mutants 5.00
253 JRj ANo .2.00
254 JRj ANo 1 Typhoid Mary 19.00
255-256 JRj ANo 6.00
257 JRj ANo Punisher 20.00
258 JRj ANo 2.00
259-260 JR; ANo Typhoid Mary 2.00
261-271 JR; ANo 2.00
272 JRj ANo 1:Shotgun 2.00
273-274 JR; ANo 2.00
275-283 JRi ANo .75
284-290 LWk ANo Bullseye 1.75
291 LWk ANo .75
292-293 LWk ANo Punisher 4.00
294 LWk ANo .75
295 LWk DCh Ghost Rider 3.00
296 LWk DCh 1.5
297 Fall of the Kingpin,p1 4.00
298 Fall of the Kingpin,p2 3.50
299 Fall of the Kingpin,p3 2.25
300 Fall of the Kingpin,p4 4.50
301-318 1.25
319 SMd DCh Fall from Grace prologue, S. Sable, new direct'n begins. 20.00
320 SMd DCh Fall,p1 Silv Sable 17.00
321 SMd DCh p2,glow-in-dark cvr8.50
321A regular cover edition 5.00
322 SMd DCh p3,vs Siege and Garrett 4.50
323 SMd DCh p4 Venom 3.00
324 SMd DCh p5,Morbius 2.50
325 SMd DCh p6,finale,w/poster .2.75
326 SMd DCh Tree of Knowl.,p1 .2.00
327 SMd DCh Tree of Knowl.,p2 1.25
328 SMd DCh p3,.. Fist,Cap Am 1.50
329 Gambit,vs Hydra Strikeforce 1.50
330 Tree of Knowledge .50
331 Cap Am,Baron Strucker Hydra 1.50
GIANT SIZE 1 rep. DD Ann #1 10.00
SPECIAL 1 GCo SLe Electro 25.00
SPECIAL 2 rep. DD #10,11 5.00
SPECIAL 3 rep. DD #16,17 5.00
ANNUAL 4 GTo CCl Namor B.Panther 1:Mind-Master .5.00
ANNUAL 4A Atlantis Attacks (cover error -should be #5). 5.00
ANNUAL 6 Lifeform 3.50
ANNUAL 7 Von Strucker 2.00
ANNUAL 8 MWy GWr 1:Crippler System Bytes,p1 2.25
ANNUAL 9 MFc GWr 1:Devourer, polybagged w/card 2.95
ANNUAL 10 Shang-Chi 2.95

DAREDEVIL BOOKS

MARVEL

BLACK WIDOW: THE COLDEST WAR (1990)
GN 9.95

BORN AGAIN
TPB FMi DD vs Kingpin 9.95

DAREDEVIL/BLACK WIDOW: ABATTOIR
SC JCd JSt vs psychopaths 14.95

DAREDEVIL/PUNISHER: CHILD'S PLAY
1 Prestige Format 4.95

FALL FROM GRACE
TPB reprints F from Grace story 19.95

GANG WAR
TPB rep DD #169-172,180 12.95

LOVE & WAR (1986)
GN FMi 9.95

MARKED FOR DEATH (1990)
TPB rep DD#159-164 9.95

DAREDEVIL:MAN WITHOUT FEAR

MARVEL (1993-1994)

1 JRj FMi DD's past 7.75
2 JRj FMi 7.00
3 JRj FMi relationship w/Elektra .5.00
4 JRj FMi confronts the Kingpin 4.00
[illegible]

DEE DARK

CONTINUUM (1993-current)

1 red foil BSe cover 3.50
2 LSt 3.00
3 2.50
4 Foil GPe cover,3 trading cards 2.50
5-8 2.50
9 war on New York crime continues 1.95
10 1.95
11 1.95

DARK DOMINION

DEFIANT (1993-current)

1 JJm LWe 1 Michael Alexander 3.00
2 JJm LWe vs Growth 2.75
3 JJm JSt/LWe/JJa/JJm 2.50
4 Foxhunt,p1,dbl size 2.75
5 Glimmer tracks down child 2.50
6 trapped in nightmare realm 2.50
7 JJa LWe truth about Dominion 2.50
8 The Puritan 2.50
9 Michael Alexander vs Puritan 2.50

DARKER IMAGE

IMAGE (1993-current)

1 2.75
1A Black and white 50.00
1B Gold 55.00

DARK GUARD

MARVEL (1993-current)

1 JK's mightiest heroes band togetr,silver foil,cardstock cvr 2.95
2-3 1.75
4 Death's Head II vs Collapsar 1.75
5-7 1.75

DARKHAWK

MARVEL (1991-current)

1 MMn DFi 1&O:Darkhawk, Hobgoblin. 10.00
2 MMn DFi Hobgoblin,Spidey 7.50
3 MMn DFi Hobgoblin,Spidey 7.00
4 MMn DFi 1:Savage Steel 6.00
5 MMn DFi 1:Portia 6.00
6 MMn DF D-Foes,Daredevil Captain America 5.00
7 MMn DFi 1:Lodestone 5.00
8 MMn DF vs Lodestone 5.00
9 MMn DF Punisher S.Slee 7.00
10 MMn DFi Tombstone, Heart of the Hawk p1 3.00
11 MMn DF p2,Tombstone 3.00
12 MMn DF p3,Tombstone, IR:Savage Steel 3.00
13 MMn DF p4,Tombstone, Venom 4.50
14 MMn DFi p5 Venom 4.00
15 MMn DFi p6,Tombstone 1.75
16 MMn DF 1.75
17 MMn DFi 1:Psi-Wolf 1.75
18 .50
19 Spider-Man 1.50
20 Spider-Man,Sleepwalker .50
21 R[illegible] 1 .25
22 MMn DFi Return to Forever,p2 .25
23 Return,p3 .25
24 p4 1.25
25 p5,anniv issue,holo-grafx foil cvr, dbl-gatefold poster,O:Armor 2.95
26-29 1.25
30 AWi DFi Infinity Crusade 1.25
31 AWi DFi Infinity Crus.,X-Men 1.25
32 R:Savage Steel 1.25
33 vs Mako 1.25
34 showdown w/Mako 1.25
35 Venom,learns dad is alive 1.25
36 Venom...all-new Seekers 1.25
37 vs Venom,fate of Chris' dad 1.25
38 Amulet Quest,p1,cosmic story .25
39 Amulet Quest,p2 in space 1.50
40 AQ,p3,learns he's been duped .50
41 TSm DFi [illegible] .50
42 TSm DFi reveals ID to parents 1.50
ANNUAL 1 MMn DFi vs Iron Man, Assault on Armor City,p1 2.25
ANNUAL 2 GCo DFi 1 Dreamkiller bagged w/card 2.95
ANNUAL 3 DFi vs Darnek 2.95

DARKHOLD

MARVEL (1992-current)

1 3.00
2-3 2.75
4-10 1.75
11 RTy CCo Midnight Massacre,p3 "Darktoid Envelope" cvr 2.25
12-13 RTy CCo 1.75
14 RTy CCo Vicki's secret revealed, Monstrosity's rampage 1.75
15 Siege of Darkness,p4 1.75
16 final issue,Siege,p12 1.75

DARK HORSE COMICS

DARK HORSE (1992-current)

1 3.50
2-7 2.50
8 1 X [illegible]
9 2nd X appearance 9.00
10 3rd X appearance 5.00
11 AAd cover 2.50
12 Aliens/Predator special 2.50
13 KPl JWo Colonial Marines 2.50
14 The Mark,p1 2.50
15 The Mark,p2,Aliens:Cargo,p1 2.50
16 Predator The Hunted City 2.50
17 Alien,Star Wars Droids,Pred'r 2.50
18 Alien,p2,Dr's,p2,Pred. concl'n 2.50
19 2.50
20 2.50
21 Image Re[illegible] p1 Nelson cvr 2.50
22 Aliens,Mondo Pest 2.50

DARK HORSE DOWNUNDER

DARK HORSE (1994-current)

1 2.50

DARK HORSE PRESENTS

DARK HORSE (1986-current)

1 1 Concrete 15.00
1A 2nd printing .00
2 Concrete 10.00
3 Concrete 7.00
4 Concrete 6.50
5-6 Concrete 5.50
7 3.75
8 Concrete 5.00
9-11 3.75
12 Concrete 3.75
13 3.75
14 Concrete 3.75
15 3.75
16 Concrete 3.75
17 3.75
18 Concrete 3.75
19 3.75
20 Flaming Carrot,double size 5.00

DAREDEVIL #330... Gambit makes a brief cameo as DD continues trying to put a stop to Hydra's pet cyberpunks, System Crash, as they try to hijack the information highway

21-23 ... 3.25
24 1:Aliens ... 32.00
25-27 ... 2.50
28 ... 3.25
29-31 ... 2.50
32 ... 4.00
33 ... 2.50
34-36 Aliens vs Predator ... 9.00
36A Painted Cover ... 10.00
37-41 ... 2.50
42-43 Aliens ... 3.75
44-45 ... 2.50
46 Predator ... 3.00
47 ... 2.50
48-50 ... 2.25
51-53 FMi Sin City ... 2.00
54 FMi Sin City JBy JBy 1:Next Men ... 8.00
55 FMi,JBy Sin City,Next Men ... 6.00
56 FMi,JBy Sin City,Next Men ... 5.00
57 FMi,JBy Sin City,Next Men ... 5.00
58-61 FM FMi Sin City ... 2.25
62 FMi FMi Sin City concludes ... 2.25
63-74 ... 2.25
75 CVe ... 2.25
76 ... 2.25
77 ECa Eyeball Kid vs Hermes ... 2.25
78 King Henry Eyeb'l K vs Herm ... 2.25
80 AAd 1:Monkeyman & O'Brien ... 2.25
81 FSi RBo Buoy 77 ... 2.25
82 E. Kid & Hermes final battle ... 2.25
83 ECa Battle rages on. ... 2.25
84 Judah Maccabee ... 2.25
85 tale of ancient Japan ... 2.50
86 A Breath of Fresh Air ... 2.50

DARK HORSE PRESENTS: ALIENS (1992)

1 reprints ... 4.95
1A platinum edition ... 15.00

DARKMAN

MARVEL

MINI-SERIES (1990)

1-3 Movie adaptation. ... 2.00

2ND SERIES (1993)

1 ... 3.95
2-6 ... 2.95

DARK SHADOWS

GOLD KEY (1969-1976)

1 w/poster attached ... 160.00
1A w/o poster ... 60.00
2 ... 90.00
3 w/poster attached ... 90.00
3A w/o poster ... 60.00
4-7 ... 60.00
8-12 ... 40.00
13-24 ... 30.00
25-35 ... 25.00
DIGEST SPECIAL photo cvr ... 50.00

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DARKSTARS

DC COMICS (1992-current)

1 JSt MFr ... 4.00
2 JSt MFr ... 3.00
3-4 TCh MFr ... 3.00
5-6 ... 2.75
7-8 ... 2.00
9-10 ... 1.75
11 TCh MFr Trinity,p4,G. Lantern ... 1.75
12 MBy MFr Trinity,p7 ... 1.75
13-15 MBy MFr ... 1.75
16 MBy MFr Flint on rampage ... 1.75
17 MBy MFr murderer revealed ... 1.75
18 MFr Eve of Destruction,p1 ... 1.75
19 MFr Eve,p2,Flash ... 1.75
20 MFr Eve,p3,big bang ... 1.75
21 MFr John Stewart,Donna Troy ... 1.75
22 MFr Donna offered power ... 1.95
23 Donna Troy becomes Earth's new Darkstar ... 1.95

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DAZZLER

MARVEL (1981-1986)

1 JRj TDe X-Men,O:Dazzler ... 2.25
2 WSi TDe X-Men ... 2.25
3 JRj TDe Dr. Doom ... 1.75
4 FSp TDe Dr. Doom,FF ... 1.75
5 FSp TDe 1:Blue Shield. ... 2.00
6-37 ... 1.75
38 X-Men ... 2.25
39-40 ... 1.75
41 Beast ... 1.75
42 Beast,final issue ... 1.75

DC COMICS PRESENTS

DC COMICS (1978-1986)

1 Superman,Flash ... 3.00
2 Flash ... 1.25
3-7 ... 1.25
8 Superman,Swamp Thing ... 1.25
9 Superman,Wonder Woman ... 1.25
10-12 ... 1.25
13 Superman,Legion of S. Heroes ... 3.00
14-18 ... 1.25
19 Superman,Batgirl ... 1.25
20-21 ... 1.25
22 Captain Comet ... 1.25
23 Dr. Fate ... 1.25
24 Deadman ... 1.25
25 Phantom Stranger ... 1.25
26 1:New Teen Titans ... 10.00
27-28 ... 1.25
29 Spectre ... 1.25
30 Black Canary ... 1.25
31 Robin ... 1.25
32 Wonder Woman ... 1.25
33-34 ... 1.25
35 Man-Bat ... 1.25
36-37 ... 1.25
38 D:Crimson Avenger ... 1.25
39-40 ... 1.25
41 Joker,I:New Wonder Woman ... 5.00
42 ... 1.25
43 Legion of Super-Heroes ... 1.25
44-45 ... 1.25
46 :Global Guardians ... 1.25
47-51 ... 1.25
52 Doom Patrol ... 1.25
53-55 ... 1.25
56 Power Girl ... 1.25
57 ... 1.25
58 Robin ... 1.25
59-63 ... 1.25
64 Kamandi ... 1.25
65 ... 1.25
66 Demon ... 1.25
67 ... 1.25
68 Vixen ... 1.25
69-71 ... 1.25
72 Joker Phantom Stranger ... 1.25
73 Flash ... 1.25
74-75 ... 1.25
76 Wonder Woman ... 1.25
77-78 Animal Man ... 5.00
79 Legion ... 1.25
80-81 ... 1.25
82 Adam Strange ... 1.25
83 Batman & The Outsiders ... 1.25
84 ... 1.25
85 Swamp Thing ... 4.00
86-88 Crisis ... 1.25
89-93 ... 1.25
94 Crisis,Lady Quark, Harbinger,Pariah ... 1.25
95-96 ... 1.25
97 final issue,dbl sz,Phantom Zone ... 1.75
ANNUAL 1 Superman ... 2.00
ANNUAL 2 Superwoman ... 1.25
ANNUAL 3 Captain Marvel ... 1.25
ANNUAL 4 Superwoman ... 1.25

DC UNIVERSE: TRINITY

DC COMICS (1993)

1 GJo Trinity,p1,foil cvr,G.Lantern, Darkstars,L.E.G.I.O.N.,Triarch ... 2.95
2 GJo heroes & teams band together vs Triarch,foi cvr ... 2.95

DEAD IN THE WEST

DARK HORSE (1993-current)

1 JLe zombie western adaptation ... 3.95
2 JLe adaptation continues ... 3.95

DEADLY FOES OF SPIDERMAN

MARVEL (1991)

1 AM DFi Sinister Syndicate ... 4.00
2 AM DFi A. Shocker ... 3.75
3 AM DFi Rhino vs Boomerang ... 3.50
4 AM DFi Spidey vs Synd. ... 3.25
TPB collects entire series ... 12.95

DEADMAN

DC COMICS (1985)

1 reprints ... 5.00
2-7 reprints ... 2.75

MINI-SERIES (1986)

1-4 ... 2.00

EXORCISM (1992)

1-2 ... 4.95

LOVE AFTER DEATH (1989-1990)

1 ... 3.50
2 ... 3.00

DEADPOOL

MARVEL (1993)

1 JMd FNi embos d/debos'd cvr ... 5.00
2 JMd FNi vs Juggernaut,T. Cassidy ... 4.00
3 JMd FNi 1:Executive Elite, origin secrets revealed ... 3.50
4 JMd FNi vs Slayback ... 3.00

2nd MINI-SERIES (1994-current)

1 ICh MWd Copycat & Weapon X ... 2.50

DEADSHOT

DC COMICS (1988-1989)

1 O:Deadshot ... 2.00
2-4 O:Deadshot ... 1.50

DEATHBLOW

IMAGE (1993-current)

1 JLe black varnish cover ... 2.50
2 JLe Saddam Hussein ... 1.75
3 JLe ... 1.75
4 TSa JLe ... 1.75
5 TSa JLe Cray's world crumbles ... 1.95
6 BCo JLe battles Black Angel's assassins ... 1.95

DEATH GALLERY

DC COMICS (1994)

1 various pictorial depictions of Death,from Sandman,NGa intro ... 2.95

DEATHLOK

MARVEL

MINI-SERIES (1990)

1 JGu DMc/GWr 1&O:New Deathlok ... 10.00
2 JGu DMc/GWr Nick Fury ... 8.00
3 DCw DMc/GWr Nick Fury ... 7.00
4 DCw DMc/GWr Sunfire ... 6.00

SPECIAL (1991)

1 reprints mini-series ... 5.00
2 reprints mini-series ... 3.00
3 reprints mini-series ... 2.50
4 reprints mini-series ... 2.25

REGULAR SERIES (1991)

1 DCw DMc O:Deathlok ... 3.50
1A 2nd print ... 2.50
2 DCw DMc Dr. Doom,Forge ... 3.00
3-12 DCw DMc ... 2.00
13-16 DCw DMc ... 1.75
17 WMc GWr Cyberwar,p1 ... 1.75
18 WMc GWr p2,Silver Sable ... 1.75
19 WMc GWr p3,:Siege S. Sable,metallic ink cover ... 2.25
20 WMc GWr p4 ... 1.75
21 WMc GWr p5,D'lok finds his human body,N. Fury ... 1.75
22-24 WMc DMc B. Panther ... 1.75
25 WMc DMc holo-grafx foi cvr,B. Panther ... 2.95
26 KKo GWr new direct'n,Hobg'n. ... 1.75
27-28 KKo GWr ... 1.75
29 KKo GWr Infinity Crusade ... 1.75
30 KKo GWr ... 1.75
31 KKo GWr teams w/Godwulf against Timestream ... 1.75
32 KKo GWr w/Siege,vs T'stream ... 1.75
33 KKo GWr Deathlok vs past self ... 1.75
34 KKo GWr final issue ... 1.75
ANNUAL 1 I:Timestream ... 2.50

DEATHMATE

IMAGE/VALIANT (1993-1994)

PROLOGUE JLe BLa major x-over bkw image & Valiant begins. Solar meets Void,foil-emb'd cvr ... 2.95
BLACK WildC.A.T.S./H.A.R.D Corps Ripclaw, Warblade, X-O Manowar Turok,1:Gen13 ... 4.95
BLACK (gold edition) ... 35.00
YELLOW various crossover stories ... 4.95
YELLOW (gold edition) ... 35.00
BLUE various crossover stories ... 4.95
BLUE (gold edition) ... 35.00
RED various crossover stories ... 5.75
RED (gold edition) ... 35.00
EPILOGUE Solar,Supreme,Darque, Dr. Eclipse & Lord Fate team up ... 2.95
EPILOGUE (gold edition) ... 35.00

DEATH'S HEAD

MARVEL (1988-1989)

1 ... 11.00
2-8 ... 5.50
9-10 ... 4.00
TPB ... 12.95

DEATH'S HEAD II

MARVEL (1992)

1 JSh DAt 1 Minion,D:Death's Head,Minion becomes Death's Head ... 8.00
1A 2nd print,Silver cover ... 1.75
2 JSh DAt Death's Head vs FF,1:Baron Strucker V ... 6.00
2A 2nd print,Silver cover ... 1.75
3 JSh DAt Tuck,Baron Strucker V 1:Charnel ... 9.00
4 JSh DAt future Avengers, D:Charnel,D:future Avengers ... 5.00

REG. SERIES (1992-current)

1 JSh DAt ... 2.75
2 JSh DAt ... 1.75
3 JSh DAt X-Men ... 1.75
4-5 ... 1.75
6-9 ... 1.95
10 AWi DAt Origin of D. Head II,p1 ... 1.95
11-13 ... 1.95
14 metallic blue foil cvr ... 1.95
15 ... 1.95
16 SLr DAt ... 1.95
17 SLr DAt action-packed vacation ... 1.95
18 SLr DAt trapped on Mars ... 1.95

DEATH'S HEAD II & DIE-CUT (1993)

1 MGz GDk 1:Die-Cut, foil-emb'd logo on cvr ... 2.95
2 JRy GDk true extent of D-C's powers revealed ... 1.75

QUARTERLY SERIES

1 quarterly,Prot. X,gold foil cvr ... 3.95

DETECTIVE COMICS #675... With an upgraded arsenal, Azbats defeats Gunhawk, Peace through superior firepower

WIZARD PRICE GUIDE

DEATH METAL

MARVEL (1993-current)

1 metallic ink cvr 1.95
2 ..... 1.95
3 vs Psycho Warriors 1.95
4 vs Brass Knuckles,Psycho-W's .. 1.95

DEATHSTROKE THE TERMINATOR

DC COMICS (1991)

1 SE MWo O:Deathstroke 1:Ravager II,"Full Circle" 8.00
1A 2nd print 1.75
2-3 SEr MWo Full Circle,p2-3 ..... 5.00
4 SEr MWo D:Ravager,p4 ..... 2.50
5 SEr MWo in hospital 2.50
6 SEr MWo Batman 2.50
7-9 SEr MWo Batman 2.00
10 SEr MWo Guns N Roses,p1 1:Vigilante II 2.00
11 GPe MWo p2 Vigilante 2.00
12 SEr MWo vs Superman 1.75
13-26 ..... 1.75
27-33 SEr MWo World Tour,p1-7 .. 1.75
34 SEr MWo World Tour,p8,finds treasure & ex-wife in Egypt 1.75
35 SEr MWo vs kid mercenaries .. 1.75
36 NTo MWo Wintergr'n's secrets .. 1.75
37 JRn/CBe MWo super-assassin 1.75
38 JRn MWo 1.95
39 EHa MWo Green Arrow 1.95
ANNUAL 1 ..... 3.50
ANNUAL 2 Bloodlines,p18, 1:Gunfire 3.50
ANNUAL 3 Elseworlds story 3.95

FULL CIRCLE

TPB 12.95

DEATH: HIGH COST OF LIVING

DC COMICS (1993)

1 CBo NGa 5.00
1A platinum 50.00
2-3 CBo NGa 4.00
3A replacement book 2.75
HC reprints entire series 19.95
TPB reprints entire series 12.95

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DEATH³

MARVEL (1993-current)

1 DBs DAt Marvel UK title 1 Death Mask,foil-emb'd cvr 2.95
2 DBs DAt versions of Ghost R Thing,Iron Man others 1.75
3 DBs DAt 1.75
4 DBs DAt vs Chamel,final issue .. 1.75

DEATH WRECK

MARVEL (1993-current)

1 metallic ink cvr 1.95
2 ..... 1.95
3 thrown into far future 1.95
4 vs Lord Burgen for Olivia's life .. 1.95

DEFENDERS

MARVEL (1972-1986)

1 SBu SEn Hulk,Dr. Strange, Sub-Mariner 60.00
2 SBu SEn J:Silver Surfer 30.00
3 SBu SEn The Nameless One .. 20.00
4 SBu SEn J: Valkyrie 20.00
5 SBu SEn O:Valkyrie 20.00
6 SBu SEn Cyrus Black 15.00
7 SBu SEn Hawkeye,Red Ghost .. 15.00
8 SBu SEn Evil Eye p1 Red Ghost,Hawkeye,Loki 15.00
9 SBu SEn p3,vs Iron Man x-over with Avengers #116 ..... 15.00
10 SBu SEn p5, Thor vs Hulk, x-over with Avengers #117 ..... 20.00
11 SBu SEn p7 Black Knight III, x-over with Avengers #118 ..... 9.00
12 ..... 9.00
13 J:Nighthawk 9.00
14 O:Hyperion 9.00
15 SBu LWe Professor X,Magneto Brotherhood of Evil Mutants .. 20.00
16 SBu LWe Professor X,Magneto. Brotherhood 1 Alpha 11.00
17-18 SBu LWe Luke Cage 7.00
19 SBu CCr Luke Cage 7.00
20 SBu SGe Thing,Enchantress 7.00
21 SBu SGe O:Headmen 6.00
22 SBu SGe Sons of the Serpent .. 6.00
23 SBu SGe Yellowjacket 6.00
24 SBu SGe Daredevil Power Man. Son of Satan,Yellowjacket 6.00
25 SBu SGe Daredevil,Power Man. Son of Satan,Yellowjacket 6.00
26 SBu SGe O:Guardians of the Galaxy 12.00
27-29 SBu SGe Guardians 12.00
30-60 ..... 5.50
61 Spider-Man 5.50
62-65 SBu DKr 4.00
66-67 EHa DKr R:Barbara Norris .. 4.00
68 HTr DKr Valkyrie now mortal .. 4.00
69 HTr MJd The Anything Man 4.00
70-73 HTr EHa 4.00
74-75 Foolkiller 4.00
76-95 ..... 3.00
96 DPe JDm Ghost Rider 7.00
97-99 DPe JDm 2.00
100 DPe JDm S.Surfer,Satan 3.00
101-103 ..... 2.00
104 J:Beast 2.00
105 ..... 2.00
106 D: Nighthawk 3.00
107-123 ..... 2.00
124 DPe JDm Vision,Scarlet Witch Beast,Iceman 2.00
125 DPe JDm Angel,Iceman,Valkyrie, Beast,others form "The New Defenders" (title changes) 3.00
126-149 ..... 2.00
150 ..... 3.00
151 ..... 2.00
152 DPe PGe Secret Wars II,dbl sz vs Dragon of the Moon 3.00

DEMOLITION MAN

DC COMICS (1993-1994)

1 GCh adapta'n of futuristic film 1.75
2 ..... 1.75
3 Phoenix on rampage 1.75

THE DEMON

DC COMICS (1972-1974)

1 ..... 25.00
2-6 ..... 10.00
7-16 ..... 8.00

2ND SERIES (MINI) (1987)

1 MWa MWa O:Demon 4.00
2 MWa MWa the book 3.00
3 MWa MWa vs Demons 1.75
4 MWa MWa Belial 1.75

3RD SERIES (1990-current)

1 VSe AGr Jason Blood in Hell .. 5.50
2 VSe AGr O:Etrigan. 1:Demon's Mother 4.25
3 VSe AGr Batman,Belial, Klarion the Witch-Boy 3.00
4 VSe AGr Batman,Belial 2.50
5-10 VSe AGr 2.25
11 VSe AGr Lobo,Phantom Stranger,Klarion 2.50
12 VSe AGr vs Lobo,O:C'yth 3.50
13 VSe AGr vs Lobo 2.25
14 VSe AGr Lobo,O:C'yth 2.25
15 VSe AGr Lobo,Phantom Stgr. .. 2.25
16 VSe AGr Jason Blood & Etrigan switch bodies 2.00
17 VSe AGr Wonder Woman. War of The Gods crossover 2.00
18-20 VSe AGr 2.00
21-22 VSe AGr 1.75
23 VSe AGr Return of the Howler p1,Robin 1.75
24 VSe AGr p2,Batman & Robin 1.75
25 VSe KGi 1:Gideon Ryme 1.75
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56 AMe PDa Batman movie storyline 1.50
57-62 1.50
63-64 AMe PDa covers by WPo 1.50

MALIBU (1994-current)

1 ECo PDa 1 Kalla (female D'star) 2.50
2 ECo PDa Kalla's quest,2 pg. Star Slammers back Slamp 2.50

EARTH 4

CONTINUITY

1 Deathwatch 2000 p7 bagged w/Australian thermographic cover 2.50
2 DW 2000,p13 vs Hellbenders, w/2 card,wraparound cover 2.50
3 DW 2000 p19 final battle w/ Dragon begun bagged w/card, wrapa ound Tyvek cover 2.50

2ND SERIES (1993-current)

1 embossed sandpaper cvr bagged 2.50
2 Jith strikes out against his teammates "solid gold" cvr 2.50
3-5 2.50
6 Rise of Magic begin 2.50
7 vs three ancient gods of magic 2.50
8 sea of Doom in stealth plane 2.50
9 secret from Fyre's past 2.50

THE EASTER STORY

MARVEL (1994)

1 MW JSi 2.99

EBONY WARRIOR

ANIA

1 O:Ebony Warrior w/card by ELa 1.95
2 1.95

ECLIPSO

DC COMICS (1992-1994)

1 BSe KGi 2.00
2-3 BSe KGi 1.50
4-6 JMc KGi 1.25
7-9 1.25
10 CDo RF vs Darkseid 1.25
11 RF Shadow Fighters Creeper Peacemaker Nemesis Maiden Liberty female Medical C Midnight 1.25
12 RFi Shadow Fighters 1.25
13 RFi seven heroes killed by Eclipso 1.25
14 RF Waller others vs Eclipso 1.25
15 RFi Gordon others on trial 1.50
16 RF group of heroes in Paradox 1.50
17 RF Justice Leaguers join fight 1.50
18 RF Spectre final battle 1.50
ANNUAL 1 Bloodlines,p19, 1 Prism 2.50

ECLIPSO: THE DARKNESS WITHIN

DC COMICS (1992)

1 BSe KGi plastic diamond cover 5.50
1A newsstand,w/o diamond 3.00
2 5.00

ECTOKID

MARVEL (1993-current)

1 Razor tie title 1 Dex Mungo preview of Hok & Hex,foil cvr 2.50
2 Dex finds key to origin 1.75
3 1.75
4 Dex discovers new power 1.75
5 x-over w/Saint Sinner p1 1.75
6 1.75
7 Dex fights for his mother 1.75
8 Dex discovers new power 1.75
9 vs Expurgatorious 1.95
10 1.95

THE EDEN MATRIX

ADHESIVE COMICS

1 cyberpunk story first comic to use digital imaging Action Adv edition 2.95
1A Cyber/Horror edition 2.95

Fantastic Four Unlimited #6 While attempting to return to their own timeline, the F.F. come to a stop in a world which has been conquered by Namor. This Namor dies at the story's end.

EIGHTY-PAGE GIANT

DC COMICS (1964-1965)

1 Superman 250.00
2 Jimmy Olsen 110.00
3 Lois Lane 100.00
4 Flash 100.00
5 Batman's 25th Anniversary 110.00
6 Superman 80.00
7 Sgt Rock's Prize Battle Tales 90.00
8 More Secret Origins 210.00
9 Flash 80.00
10 Superboy 80.00
11 Superman 80.00
12 Batman 80.00
13 Jimmy Olsen 80.00
14 Lois Lane 80.00
15 Batman,Superman,vs Joker 80.00

ELEKTRA ASSASSIN

MARVEL (1986-1987)

1 BSe FMi O:Elektra 5.00
2 BSe FMi SHIELD cyborgs 5.00
3-7 BSe FMi 4.00
8 BSe FMi vs Ken Wind 4.50
GN reprints #1-8 ..... 12.95

ELEKTRA LIVES AGAIN

MARVEL

HC FMI FMI Daredevil, Elektra vs Bullseye fantasies 24.95

ELEKTRA SAGA

MARVEL (1984)

1 rep Daredevil #168,190 ..... 6.00
2 rep 5.50
3 rep Daredevil #177-181 ..... 5.50
4 rep Daredevil #187-190 ..... 5.50
TPB 16.95

ELEMENTALS

COMICO (1989-1990)

1 BWi 1:Destroyers 9.00
2 BWi 8.00
3 BWi 4.50
4-10 BWi 3.75
11-29 BWi 2.00

2ND SERIES (1990-current)

1-28 ..... 2.50
29 poster edition 4.95
29A regular edition 2.50
30 Oblivion War Memorial ed.,PF 16 pgs of pinups,Body Count bio sect'n,prism foil-enhanced cvr 4.95
30A regular ed. 2.50
31/Birth of a Nation #0 New direction for series & team 2.50
32/B. of a N. Super-Nation formed 2.50
33-34 ..... 2.50
SPECIAL 1-2 ..... 2.00

LINGERIE SPECIAL

Deux-A #1 Paris fashion show 4.95
Deux-B #1 ..... 2.50

THE NATURAL ORDER

A GN,rep,Kelley Jones 12.95
B (2000) GN,reprints 15.95

THE UNLAWFUL WAR

1-2 ..... 2.95

SEX SPECIAL

1 ..... 2.95
1A Gold Edition 4.95
2 ..... 2.95
2A 2nd Printing 2.95
3-6 ..... 2.95
7 Mr Universe's obsession 2.95

THE STRIKE FORCE LEGACY

1 vs Saddam Hussein 3.95

ELFQUEST

MARVEL (1985-1986)

1 Reprints 5.00
2-6 Reprints 3.50
7-15 Reprints 2.50
16-28 Reprints 2.25
29-32 Reprints 1.75

ELFQUEST

WARP GRAPHICS (1978-1985)

1 WPi RPi 40.00
1A 2nd print 11.00
1B 3rd print 6.00
2 WPi RPi 20.00
2A 2nd print 5.00
2B 3rd print 3.00
3 WPi RPi 20.00
3A 2nd print 5.00
3B 3rd print 3.00
4 WPi RPi 20.00
4A 2nd print 5.00
4B 3rd print 3.00
5 WPi RPi 20.00
5A 2nd print 5.00
5B 3rd print 3.00
6 WPi RPi 20.00
6A 2nd print 4.00
6B 3rd print 2.00
7 WPi RPi 13.00
7A 2nd print 4.00
8 WPi RPi 13.00
8A 2nd print 4.00
9 WPi RPi 13.00
9A 2nd print 4.00
10-15 WPi RPi 9.00
16 WPi RPi 1 A Distant Soil 9.00
17-21 WPi RPi 8.00

BLOOD OF TEN CHIEFS (1993-current)

1 JJh RPi based on stories originally pub'd in Tor novels 2.00
2 ..... 2.00
3 Swift-Spear ,p1 ..... 2.00
4 Swift-Spear,poster by WPi 2.00
5 vs intelligent dinosaurs 2.00
6 Tale of the Snowbeast 2.25

FIRE AND FLIGHT

HC WPi RPi 19.95

HIDDEN YEARS (1992-current)

1-9 WPi RPi 2.00
10 WPi RPi vs Grohmpi Djun 2.00
11 WPi RPi Palace of the High Ones Shattered 2.00
12 Winnowill vs G Djun 2.25
13 Winnowill's chance 2.25
HC reprints H. Years stories 19.95

KINGS OF THE BROKEN WHEEL (1990-1992)

1 WPi RPi 3.75
2-6 WPi RPi 2.00

NEW BLOOD (1992-current)

1-12 BBi WPi 2.00
13 BBr WPi younger Wolfriders begin solo adv's,WPi poster 2.00
14 BBi WPi Forevergreen p2 youngsters search for Windkin 2.25
15 BBr WPi p3,kids find clues 2.25
16 BBr WPi p4,Vastdeep Water 2.25
17 BBr WPi p5 Windkin held captive,rescue party has prob's 2.25
HC reprints #1-5 ..... 19.95

SEIGE AT BLUE MOUNTAIN (1987-1988)

1 WPi RPi 10
2 WPi RPi 6
3-4 WPi RPi 4.50
5-8 WPi RPi 4.00

WAVEDANCERS

1 JSz JDt/BLo 1 Wavedancers. foil-enhanced cvr,poster 2.00
2 JSz JDt/BLo Search for True Crown,p2,possible Crown found 2.25
3 JSz JDt/BLo Search,p3 ..... 2.25

E-MAN

CHARLTON (1973-1975)

1 ..... 20.00
2 SDi 12.00
3 ..... 9.00
4 SDi 12.00
5 SDi Miss Liberty Belle 10.00
6-7 JBy 10.00
8 Nova Kane 12.00
9-10 JBy 10.00

ALPHA PRODUCTIONS (1993-current)

1 JSt NCu 20th anniv limited ser's,1:Eco-Man,wrapar'd cvr paint'g by GKi,bagged w/poster 3.25
1A regular edition,no poster 2.75
2 JSt NCu bagged w/poster 3.25
2A regular edition,no poster 2.75
3 JSt NCu journey into future, bagged w/poster 3.25
3A regular edition no poster 2.75
4 JSt NCu,bagged w/poster 3.25
4A regular edition,no poster 2.75

E-MAN RETURNS

ALPHA PRODUCTIONS

1 JSt NCu ocean adventure 2.75

ENEMY

DARK HORSE

1 ..... 2.50
2 Enemy's mystery unravels 2.50
3 En'y captured,Quillan betrayed 2.50
4 ..... 2.50

ENIGMA

DC COMICS (1993)

1-7 DFe PMi Vertigo mini-series 2.50

ETERNALS

MARVEL (1975-1978)

1 Jack Kirby art 4.00
2-19 JKi 2.00
ANNUAL 1 JKi 3.00

MINI-SERIES (1985-1986)

1-12 ..... 1.50

ETERNAL WARRIOR

VALIANT (1992-current)

1 JDi JSh Unity O:Eternal Warrior, O:Armstrong 12.00
1A Gold logo variant 75.00
1B Gold logo,Gold foil 95.00
2 JDi JSh Unity,Ch10,O:Geoff 9.00
3 JDi KVh family argument 7.00
4 JDi KVh 1:Bloodshot 15.00
5 JDi KVh Bloodshot Harbinger's secret revealed 10.00
6 BWs vs Master Darque 6.00
7 BWs vs Master Darque 5.00
8 Same as Archer & A'strong #8 ..... 8.00
9 Book of the Geomancer,p1 Geomancer's history explored 3.75
10 Book of the Geomancer,p2 ..... 3.75
11 Gilad gives Jessica gift 2.25
12 Return of the Immortal Enemy,p1 R:Caldone 2.25
13 Return,p2 ..... 2.25
14 Return,p3 ..... 2.25
15 ..... 2.25
16 MMo YGu Prologue to Empirical Dynasty,Bloodshot 2.25
17 MMo KVh vs Darque's men 2.25
18 MMo search for pcs of silver 2.25
19 MMo 2.25
20 MMo Identity Crisis 2.25
21 MMo Gilad in Arizona 2.25
22 KVh Gil & Geoff vs Vise & Nitro,w/Valiant Era II card 2.25
23 in time of Alexander the Great 2.25
24 vs the Immortal Enemy 2.25
25 MVo MBo Archer & A'strong 2.25
26 Chaos Effect-Gamma,p4 (same as Archer & Armstrong #26) 2.75
YEARBOOK 1 GLo DDe fully p'nted 3.95

THE EUDAEMON

DARK HORSE (1993)

1 NE vs Mordare's hordes 2.50
2 NEi vs Mordare 2.50
3 NEi 2.50

EVIL ERNIE

ETERNITY

1 SHu BPu 4.00
2-4 SHu BPu 3.00

CHAOS! COMICS

0 New Year's Evil,GCp cover 2.50

THE RESURRECTION (1993)

1 RiE Ernie,JQu cvr,JBi pin-up 2.95
2 holo-lithographic-enhanced cvr 2.95
3 "Massive Mayhem Issue",poster of Lady Death by GPe 2.95
4 8 extra pages,final issue 2.95

EXCALIBUR

MARVEL (1988-current)

1 ADa CC 1 Widget, 1:Crazy Gang 10.00
2 ADa CCi 1:Kylun (as a child) 6.25
3 ADa CCi Juggernaut 5.00
4 ADa CCi Arcade,Murderworld 5.00
5 ADa CCi O:Courtney Ross 4.00
6 ADa CC Inferno 4.00
7 ADa CCi Inferno,Soulsword 4.00
8 RLi CCi New Mutants 4.00
9 ADa CCi 1:W.H.O 1:Nazi Excalibur 3.00
10 MRi CCi Captain Britain vs Hauptmann Englade 3.00
11 ADa CCi Nazi Excalibur 3.00
12 ADa CC Cross Time Caper,p1 ..... 3.00
13 ADa CCi p2,new costume for Captain Britain 3.00
14 ADa CCi p3,Galactus 3.00
15 ADa CCi p4 Technet, 1 James Braddock 3.00
16 ADa CCi p5 Warlord 3.00
17 ADa CCi p6,Professor X, Starjammers 3.00
18 DJa CC p7 Japanimation 3.00
19 RLe CC p8,vs James Braddock 3.00
20 RL MHi Demon Druid 2.25
21 CWo CCi p9,Crusader X 2.25
22 CWo CCi p10,Captain Britain vs Crusader X 2.25
23 ADa CCi p11 Judge Dredd world 2.25
24 ADa CCi p12,Galactus 2.00
25 CWo CCi Galactus vs Phoenix 2.00
26 RL MHi vs Mastermind 2.00
27 BWs CCi Nth Man 2.00
28 CDo TAu 1:Cooter & Bash 2.00
29 CWo MHi vs Nightmare 2.00
30 DRo DMd Dr Strange 2.00
31 DRo SLo Son of Krakoa 2.00
32 RWa CCi Girls School From Heck,p1 ..... 2.00
33 RWa CCi p2,Mesmero 2.00
34 RWa CCi p3,Mesmero,Fenris 2.00
35 DRo SLo vs D'Spayre 2.00
36 DRo SLo vs the Outlaws 2.00
37 MBd SLo Promethium Exchange p1,Dr Doom 2.00
38 MBd SLo p2,Avengers West 2.00
39 MBd SLo p3,Avengers West, Desmon Pitt 2.00
40 O.Excalibur 2.00
41 SLo DMd Cable Warwolves 2.00
42 ADa ADa 1:Kylun (as an adult) 3.00
43-45 ADa ADa 2.00
46 ADa ADa O:Meggan 2.00
47 ADa ADa 1 Cerise 2.00
48 ADa ADa 1 Anti Phoenix 2.00
49 ADa ADa Micromax vs Anti-Phoenix 2.00
50 ADa ADa double size 2.75
51 DBw ADa Dinosaur Excalibur 2.00
52 WSm ADa X-Men,Rachel consumed by Phoenix force 1.75
53-54 ..... 1.75
55-56 Psylocke 1.75
57-58 X-Men 1.75
59-60 Avengers 1.75
61-62 vs Galactus 1.75
63-66 ..... 1.75
67 Days of Future Yet to Come concludes 1.75
68 SLo 1.75
69 SBc SLo teams w/Starjammers to save Cerise 1.75
70 SLo teams up w/Starjammers against Shi'Ar 1.75
71 JMd SLo Fatal Attractions,p8 w/hologram 5.00
72 SLo in Muir Island,vs Fenris 1.75
73 SLo vs Siena Blaze 1.75
74 SLo vs Russian Sentinels 1.75
75 SLo dbl sz,holo-grafx foil cvr 3.50

FLASH #92 Iris West-Allen is back, and she's not alone. Barry Allen's grandson Bart is with her, and Wally must slow him down before he burns out and dies. The first appearance of Impulse.

WIZARD PRICE GUIDE

75A newsstand ed.,reg. cvr 2.25
76 new facts about Nightcrawler 1.95
77 N'crawler's origin concludes 1.95
78 Wolvie returns to Muir Island 1.95
79 N'crawler & Amanda,Britanic 1.95
80 truth about Legacy Virus 1.95
SPECIAL TMo MHi Changeling 2.95
ANN[illegible] 1 [illegible] bagged
[illegible] 2.95

PRESTIGE FORMATS (1987-1992)

1 ADa CC, 1&O:Excalibur 1:Warwolves,1 Technet 14.00
1A no cover price 30.00
1B 2nd print 4.50
1C 3rd print 4.50
2 AAd CCr X-Babies,Mojo 5.00

SPECIAL EDITION (1987)

PF RLi SLo ColdBlood 4.95

WIZARD MAN AT

GN 9.95

XX CHRONICLES (1996)

1 [illegible] 2.50

EXILES

MALIBU (1993-current)

1 1:Exiles,bagged edition, [illegible] 3.25
1A unbagged edition,w/o card 1.95
1B hologram edition 50.00
1C Ultra-limited/foil edition 30.00
1A unbagged edition,w/o card 1.95
2 battle w/Kort to save Timothy 2.50
3 vs Kort,coupon for Rune #0 ....4.00
4 prelude to Break Thru 3.00

EX-MUTANTS

AMAZING

1 RLi DLa 1&O:Ex-Mutants 3.00
2 RL DLa vs mutants 3.00
3 RL DLa mutant infant 3.00
4-8 RL DLa 2.00
SPECIAL EDITION 1
RL DLa O:Ex-Mutants 2.00
WINTER SPECIAL 1
RL DLa X-Mas story 2.00

EX-MUTANTS

MALIBU (1992-current)

1 ....1.95
1A prism cover 15.00
2-9 ....1.95
10 7th anniv issue 1.95
11 vs Extreme,1st Genesis x-over 2.25
12 Genesis,p4 ....2.25
13 aftermath: Genesis 2.25
14 Dillon vs Gravestone 2.25
15 Gravestone in Sluggtown 2.25
16 vs the more-powerful Shannon 2.25
17 ....2.25
18 vs Shannon & KillCorp 2.25

EX-MUTANTS SHATTERED EARTH

ETERNITY

1-3 2.00
4-5 [illegible] 3.00
6-[illegible] [illegible]

EXOSQUAD

TOPPS (1994-current)

0 JSo LWe preview of reg. series 1.00
1 JSo LWe Origin issue 2.50
2 JSo LWe 2.50
3 JSo LWe vs Neo Sapiens 2.50

EXTREME

IMAGE

0 regular edition 10.00
0A limited edition 20.00
1 quarterly anthology series featuring works by various Image professionals 2.95

EXTREME TOUR BOOK

EXTREME STUDIOS (1992)

1 w/coupon 15.00
1A w/o coupon 4.00
1B signed by all 12 artists 45.00
1C gold 30.00

THE EXTREMIST

DC COMICS (1993-current)

1 TMk PMi vertigo mini-series erotic thriller 1:the Extremist, 1:The Order 2.50
1A platinum edition 40.00
2 TMk PMi 2.25
3 TMk PMi Judy discovers husband's secret life 1.95
4 TMk PMi Judy vs Patrick 1.95

FALLEN ANGELS

MARVEL (1947)

1 KGa JDu New Mutants 4.00
2 KGa JDu Siryn 3.25
3 MSe JDu X-Factor 3.25
4 KGa [illegible] 3.25
5 JSo JDu D'Don the Lobster 2.75
6 JSo JDu Coconut Grove 2.75
7 KGa JDu Triple Cross 2.75
8 KGa JDu Angels disband 2.75

FANTASTIC FOUR

MARVEL (1961-current)

1 JKi SLe 1&O:Fantastic Four 1:Mole Man 12,000.00
2 JKi SLe 1:Skrulls 2,100.00
3 JKi SLe 1st in costumes, 1:Fantasti-Car 1st 12 cent issue 1,400.00
4 JKi SLe Re-intro:Sub-Mariner 1,800.00
5 JKi SLe 1&O:Dr. Doom 1,900.00
6 JKi SLe Dr. Doom Namor 1st Marvel villain team-up 725.00
7 JKi SLe 1:Kurrgo 500.00
8 JK, SLe 1:Puppet Master 1:Alicia Masters 500.00
9 JKi SLe Sub-Mariner 500.00
10 JKi SLe Dr. Doom,1:Overdo 500.00
11 JKi SLe 1:Willie Lumpkin 1:Impossible Man 400.00
12 JKi SLe 1st Thing vs Hulk 650.00
13 JKi SLe 1:Watcher 1:the Red Ghost 300.00
14 JKi SLe Sub-Mariner 210.00
15 JKi SLe 1:Mad Thinker 1:Awesome Android 225.00
16 JKi SLe Dr.Doom, Ant-Man, Wasp 210.00
17 JK, SLe Dr. Doom 210.00
18 JKi SLe 1 Super Skrull 225.00
19 JK, SLe 1 Rama-Tut 225.00
20 JKi SLe 1 Molecule Man 220.00
21 JKi SLe Nick Fury 1:Hate Monger 120.00
22 JKi SLe Mole Man 95.00
23 JKi SLe Dr. Doom 95.00
24 JKi SLe aliens 95.00
25 JKi SLe Hulk vs Thing 290.00
26 JKi SLe Hulk,Avengers 250.00
27 JKi SLe Dr.Strange 100.00
28 JKi SLe X-Men,Prof X 125.00
29 JKi SLe Watcher 85.00
30 JKi SLe 1:Diablo 85.00
31 JKi SLe Mole Man,1:Dr Franklin Storm 70.00
32 JK, SLe Super Skrull 70.00
33 JKi SLe Sub-Mariner 1:Attuma 70.00
34 JKi SLe 1:Greg Gideon 70.00
35 JKi SLe 1:Dragon Man Reed & Sue engaged 70.00
36 JKi SLe 1:Frightful Four 1:Medusa,X-Men 100.00
37 JKi SLe Skrulls 70.00

38 JKi SLe Pasta-Pot Pete now called The Trapster 70.00
39-40 JKi SLe Daredevil 70.00
41 JKi SLe Thing enslaved 50.00
42 JK, SLe Torch enslaved 50.00
43 JK, SLe Frightful Four 50.00
44 JKi SLe 1:Gorgon 50.00
45 JKi SLe 1:Black Bolt 1:Crystal,1:Karnak 50.00
46 JKi SLe 1:Inhumans 50.00
47 JK, SLe 1:Maximus 50.00
48 JKi SLe 1:Galactus (cameo), 1:Silver Surfer 825.00
49 JKi SLe 1:Galactus (full),Silver Surfer 1:Galactus's Punisher Robot 175.00
50 JKi SLe Galactus, 1:Wyatt Wingfoot 175.00
51 JKi SLe W Wingfoot 35.00
52 JKi SLe 1:Black Panther 65.00
53 JKi SLe 1:Klaw O:B. Panther 55.00
54 JKi SLe Inhumans 35.00
55 JKi SLe Silver Surfer 40.00
56 JKi SLe Klaw 35.00
57 JKi SLe Dr. Doom defeats the Silver Surfer 35.00
58-59 JKi SLe Dr. Doom 35.00
60 JK, SLe Silver Surfer 35.00
61 JKi SLe Sandman 35.00
62 JK, SLe 1:Blastaar 40.00
63 JK, SLe Blastaar 35.00
64 JK, SLe 1 The Kree 40.00
65 JKi SLe 1:Ronan the Accuser, 1:Supreme Intelligence 40.00
66 JKi SLe 1&O:Him (who later becomes Adam Warlock) 50.00
67 JKi SLe Him 75.00
68 JKi SLe Mad Thinker 35.00
69-70 JKi SLe Mad Thinker 30.00
71 JKi SLe Android, O:Reed & Sue 30.00
72 JKi SLe Silver Surfer R:Mr. Fantastic 30.00
73 JKi SLe Spider-Man,Thor, Daredevil,Dr. Doom 25.00
74-75 JK, SLe Galactus,Surfer 30.00
76 JKi SLe Silver Surfer, Psycho-Man 25.00
77 JKi SLe Galactus,Surfer 25.00
78 JK, SLe Thing no more 25.00
79 JKi SLe 1:Android Man 25.00
80 JKi SLe W Wingfoot 25.00
81 JKi SLe J:Crystal 25.00
82-83 JKi SLe Inhumans 25.00
84 JKi SLe Dr. Doom 20.00
85 JKi SLe 1:Hauptmann 20.00
86 JKi SLe Dr. Doom, R:Sue Richards 20.00
87 JKi SLe Dr. Doom, D:Hauptmann 20.00
88 JKi SLe Mole Man 20.00
89 JKi SLe Mole Man 18.00
90-93 JKi SLe Skrulls 18.00
94 JK, SLe 1:A.Harkness Franklin named 22.00
95 JKi SLe Q:Crystal 18.00
96 JKi SLe Mad Thinker 18.00
97 JKi SLe aliens 18.00
98 JKi SLe Kree Sentry 18.00
99 JKi SLe Inhumans 18.00
100 JKi SLe Puppet Master 50.00
101 JKi SLe Crystal 15.00
102 JKi SLe Sub-Mariner, Magneto,Crystal 15.00
103-104 JRo SLe Magneto 15.00
105 JRo SLe Crystal 15.00
106 JRo SLe Dr. Rainbow 15.00
107 JBu SLe 1 Janus 15.00
108 JKi SLe 1:Nega-Man 15.00
109 JBu SLe Captain Marvell, Annihilus 15.00
110 JBu SLe Annihilus 15.00
111 JBu SLe Thing insane 15.00
112 JBu SLe Hulk vs Thing 30.00
113 JBu SLe 1:Over-Mind 9.00
114 JBu SLe Over-Mind 9.00
115 JBu SLe 1:Eternals 10.00
116 JBu AGo Dr. Doom 9.00
117-118 JBu AGo Diablo 9.00
119 JBu RTh Klaw 9.00
120 JBu SLe 1:Gabriel 9.00
121 JBu SLe Silver Surfer O:Gabriel,Galactus 10.00
122 JBu SLe Silver Surfer Galactus 10.00
123 JBu SLe Silver Surfer Galactus 10.00
124 JBu SLe alien 7.00
125 JBu RTh alien 5.00
126 JBu RTh O:FF 5.00
127 JBu RTh O:Atlantis 5.00
128 JBu RTh Mole Man 4.50
129 JBu RTh Frightful Four, 1:Thundra 3.50
130 JBu RTh O:Sue J:Medusa,Inhumans 5.00
131 RAn RTh Quicksilver 3.50
132 JBu RTh Quicksilver 3.50
133 RFn RTh Frightful Four 3.50
134 JBu GCy Greg Gideon 3.50
135 JBu GCy D.G. Gideon 3.50
136 JBu RTh Shaper of Worlds 3.50
137 JBu RTh Shaper of Worlds 3.50
138 JBu GCy W Wingfoot 3.50
139 JBu GCy Miracle Man 3.50
140 JBu GCy O:Annihilus 3.50
141 JBu GCy Annihilus 3.50
142 RBu GCy Dr Doom,1:Darkoth 4.00
143-144 RBu GCy Dr. Doom 3.50
145 RAn GCy 1 Terrax 3.50
146 RAn GCy Terrax 3.50
147 RBu GCy Sub-Mariner 3.50
148 RBu GCy Thundra 3.50
149 RBu GCy Sub-Mariner 3.50
150 RBu GCy M:Crystal and Quicksilver,Ultron 7 ....5.00
151 RBu GCy D:Thundra, 1:Mahkizmo 3.00
152 RBu GCy Thundra 3.00
153 RBu TIs Mahkizmo 3.00
154 BBn LWe Nick Fury 3.00
155-157 RBu LWe Silver Surfer 5.00
158 RBu RTh Quicksilver 5.00
159 RBu RTh Q:Medusa R:Sue, Inhumans 3.00
160 JBu RTh alternate Earth 3.00
161-163 RBu RTh alternate Earth 3.00
164 GPe RTh 1:Crusader 1:Frankie Raye 5.00
165 GPe RTh D:Crusader 3.00
166-167 GPe RTh Hulk 3.00
168 RBu RTh Q:Thing, J:Luke Cage, Hulk 5.00
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22-33 ..... 1.25
34 1&O:Killer Frost II 1.25
35-57 ..... 1.25
58 JBz JOs 1&O:Parasite,Firehawk 1.25
59-61 JBz JOs 1.25
61A last logo 65.00
62-64 ..... 1.25
ANNUAL 1-4 ..... 1.75
becomes Firestorm the Nuclear Man

GALACTIC GUARDIANS

MARVEL (1994)

1 KWe MGa mini-series includes "Future History",p2 ..... 1.50
2 KWe MGa 1.50

GAMBIT

MARVEL (1993-1994)

1 LWk HMa in New Orleans, Rogue,gold emb'd/debos'd cvr 7.00
2 true fate of Belladonna revealed 4.50
3 travels to Paris,Rogue 4.00
4 Gambit decides fates of women 3.00

GENE DOGS

MARVEL (1993-current)

1 1:Gene Dogs,poster bagged w/4 cards 2.75
2 ..... 1.75
3 GD's storm Otomo's base 1.75
4-8 ..... 1.75

GENESIS

MALIBU

0 X-over series connecting all Malibu books,various stories, wrapar'd Chromium cvr by GPe 3.50

GEN13

IMAGE (1994)

1 JLe BCo/JWi/AGa 1-Gen13 (Burn-Out,Grunge,Fairchild,Freefall) 8.00
2 JLe BCo/JWi/AGa 5.00
3 JLe BCo/JWi/AGa Pitt vs F'child 2.50

4 JLe BCo/JWi/AGa [illegible]
5 final issue, team fights their way out of Genesis Compound 1.95

G-FORCE

MARVEL

1 solo series for G-Force 1.95
2-3 ..... 1.95
4 ..... 1.95

GHOST RIDER

MARVEL (1967)

1 1&O:Western 'Ghost Rider' 35.00
2-7 [illegible]

2ND SERIES (1973-1983)

1 TSi GFh 1:Son of Satan 60.00
2 JMo GFh Satan 28.00
3 [illegible] GFh 1:Hellfire motorcycle 22.00
4 Mo GFh demolition derby 22.00
5 [illegible] 22.00
6 [illegible] 10.00
7 [illegible] Master 10.00
8 [illegible] 16.00
9 JMO Tls Ghost Rider (read from Satan's memoirs) 16.00
10 [illegible] 16.00
11 [illegible]
12 FRo Tls Phantom Eagle [illegible]
13 GTu Tls Trapster [illegible]
14 GTu Tls the Orb 12.00
15 BBn Tls the Orb 12.00
16 GTu BMa Sharks 12.00
17 FRo Tls Son of Satan 12.00
18 FRo Tls Spider-Man,Thing 12.00
19 FRo Tls Challenger 12.00
20 JBy MWo Daredevil 12.00
21 GKa GCy Gladiator,Bel 9.00
22 DHe GCy Enforcer 9.00
23 DHe GCy 1:Water Wizard 9.00
24 [illegible]
25 DHe JSh Malice 9.00
26 DPe JSh Dr Druid 9.00
27 DPe JSh Hawkeye, Two-Gun Kid 9.00
28 DPe RMc the Orb 9.00
29 DPe RMc Dormammu 9.00
30 DPe RMc Dr Strange 9.00
31 DPe RMc Dr Strange 8.00
32 DPe RMc Bounty-Hunter 8.00
33 DPe RMc aliens 8.00
34 DPe RMc Cyclops cameo 8.00
35 [illegible] JSt Death 8.00
36 [illegible] 8.00
37 [illegible] 8.00
38 [illegible] 8.00
39 [illegible] MF Suicide Squad 8.00
40 [illegible] MF Nuclear Man 8.00
41 [illegible] MF Blaze gets amnesia 8.00
42 DPe MF regains memories 8.00
43 Cln MF Blaze & Ghost Rider separated 8.00
44 Cln MF Crimson Mage 8.00
45 DPe MF Flagg Fargo 8.00
46 DPe MF crooks 8.00
47 DPe MF hoodlums 8.00
48 DPe MF Vampires 8.00
49 DPe MF Manitou 8.00
50 DPe MF O:Night Rider 9.00
51 DPe MF Clem's Ghost 6.00
52 DPe MF Kronos Sirens 6.00
53 DPe MF Azmodeus 6.00
54 DPe MF the Orb 6.00
55 DPe MF Werewolf by Night 6.00
56 DPe MF Night Rider 6.00
57 DPe MF Apparition 6.00
58 DPe MF Enforcer 6.00
59 JSp MF Water Wizard 6.00
60 HTr MF 1 Black Juju 6.00
61 AKu MF Water Wizard 6.00
62 JSp MF Arabian Knight 6.00
63 LMc MF Madame Menace 6.00
64 Azmodeus 6.00
65 Fowler 6.00
66 Wind Witch 6.00
67 mobsters 6.00
68 BBu RSi O:Ghost Rider 7.00
69 BBu RSi Earth Mover 5.50
BBu RSi Freaks 5.50
[illegible] 5.50
[illegible] 5.50
[illegible] 5.50
[illegible] 5.50
[illegible] 5.50
DPe JDm G.R [illegible] Blaze [illegible]
[illegible] Dm O Zarathos [illegible]
[illegible] 5.50
[illegible] 4.00
6 [illegible] 10.00

3RD SERIES (1990-current)

[illegible]
12 JEs HMa Dr Strange 5.00
13 MTe HMa vs Johnny Blaze [illegible] 5.00
14 MTe HMa Johnny Blaze [illegible] Dark 10.00
[illegible] 5.50
[illegible] HMa Hobgoblin [illegible] Johnny Blaze 4.00
17 MTe HMa Hobgoblin [illegible] 4.00
[illegible] over 3.00
[illegible] 3.00
[illegible] 3.00
[illegible] beats the crap out of Snowblind 3.00
22-23 MTe HMa Deathwatch 3.00
24 MTe HMa O:Deathwatch, O:Snowblind 2.50
25 Blackout [illegible] Jade's throat, pop-up centerfold 3.00
26 RWa HMa X-Men,Brood 3.00
27 [illegible] 3.00
28 [illegible] 4.00
29-30 [illegible] 1.75
[illegible] 2.50
32-39 [illegible] 1.75
40 Midnight Massacre,p2 "Darkhold Envelope" cvr 2.25
41 RGa HMa Road to Vengeance' The Missing Link,p1,cover emb'd w/neon ink,R:Blackout 1.75
42 Road,p3,vs Deathwatch, neon-enhanced cvr 1.75
43 Road,p5,several revelations [illegible] 1.75
44 Siege of Darkness,p2 [illegible] 1.75
45 Siege p10 [illegible] 1.75
46 [illegible] 1.75
47 Vengeance vs new G. Rider 1.75
48 RGa HMa Under Fire!,p2 1.75
49 RGa HMa p3,Hulk,vs Veng'e 1.95
50 anniv iss Vengeance k'napped, GR shows new methods,foil cvr 2.95
50A regular edition 2.50
51 R:Dan Ketch as Ghost Rider 1.95
52 goes to rescue Vengeance 1.95
ANNUAL 1 CBc HMa bagged w/card,1:Night Terror 2.95

FEAR (1992)

Bookshelf Format LWk HMa with Capt America,vs Scarecrow 5.95

GHOST RIDER/CABLE (1992)

TPB reprints Marvel Comics Presents #90-98 ..... 3.95

MIDNIGHT SONS

TPB reprints GR #28,31,D'hold#1 Spir's of Veng.#1 Morbius #1 Nightst'rs #1 foil-emb'd logo 19.95

RESURRECTED

TPB rep #1-7 ..... 12.95

GHOST RIDER 2099

MARVEL (1994)

1 CBa LKa 1 GR 2099, prismatic foil cvr 2.25
1A regular cvr edition 1.50
2 CBa LKa hunt for Zero's killers 1.50
3 [illegible] 1.50
4 PGo LKa Warewolf 1.50

GHOUL GALLERY

AMERICOMICS (1994)

1 horror anthology 2.95
2 [illegible] 2.95

GIANT SIZE CHILLERS

MARVEL (1974)

1 1&O:Lilith (Dracula's daughter) 4.00 becomes Giant Size Dracula

2ND SERIES (1975)

1-3 ..... 2.50

GIANT SIZE CREATURES

MARVEL (1974)

1 Werewolf by Night 3.00

GIANT SIZE DRACULA

MARVEL (1974-1975)

previously Giant Size Chillers

[illegible] 2.50
[illegible]
5 JBy Joh [illegible] first work for Marvel Comics 6.00

GIANT SIZE SUPER-HEROES

MARVEL (1974)

1 GKa GCy Spider-Man vs Morbius and Man-Wolf 35.00

GIANT-SIZE SUPER-STARS

MARVEL (1974)

1 RBr GCy Thundra,Black Panther,Hulk vs Thing 13.00

G.I. COMBAT

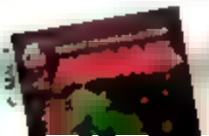
QUALITY/DC COMICS (1952-1987)

1 ..... 225.00
2 ..... 125.00
3-6 ..... 90.00
7-12 ..... 75.00
13-24 ..... 50.00
25-42 ..... 40.00
43 last Quality issue 40.00
44 first DC issue 250.00
45-48 ..... 125.00
49-60 ..... 75.00
61-66 ..... 65.00
67 1:Tank Killer 65.00
68 ..... 100.00
69-72 ..... 55.00
73-84 ..... 50.00
85-86 ..... 40.00
87 1:Haunted Tank 110.00
88-89 ..... 40.00
90 last 10-cent cover price issue 40.00
91-96 ..... 30.00
97-107 ..... 20.00
108 Sgt Rock 20.00
109-113 ..... 15.00
114 O:Haunted Tank 75.00
115-120 ..... 14.00
121-136 ..... 9.00
137 ..... 8.00
138 1:The Losers 12.00
139-145 ..... 6.00
146-148 ..... 4.50
149-200 ..... 4.00
201-259 ..... 2.50
260-281 ..... 3.00
282-287 ..... 2.00
288 final issue 2.00

G.I. JOE

MARVEL (1982-current)

1 ..... 5.50
2 scarce 6.00
3-[illegible] 3.00



HARDCASE #11... Hardcase and Choice try to reach a secret Aladdin base to find Choice's past, but a gang of Ultravillains aren't making it easy, and a fight begins.

WIZARD PRICE GUIDE

12-21 ..... 3.00
22-32 ..... 2.50
33-49 ..... 2.00
50 ..... 2.00
51-59 ..... 1.75
60 ..... 3.50
61-117 ..... 1.25
118-120 ..... 1.00
121-134 ..... 1.25
135-136 ..... 1.75
137-138 bagged w/live action card 1.75
139 Star Brigade,p1 Transformers 1.25
140 LHa Star Brigade,Tr'formers Generation 2,vs Decepticons 1.25
141 LHa T'formers:Generation 2 1.25
142 Autobots 1.25
143-145 1.25
146 PGs LHa Mega-Marines 1.25
147 Star Brigade vs Cobra 1.25
148 vs Dr. Mindbender 1.25
149 vs Cobra Commander 1.25
150 PGs LHa Snake-Eyes vs Cobra Commander 2.00
151 PGs LHa Snake-Eyes wages one man war on Cobra 1.25

G.I. JOE & THE TRANSFORMERS

SC HTr MHr vs COBRA & Decept's 4.95

GI JOE: EUROPEAN MISSIONS

MARVEL

1-16 ..... 1.25

GI JOE SPECIAL MISSIONS

MARVEL

1 HTr LHa Shipwreck 3.00
2 HTr LHa Snowjob 2.00
3 HTr LHa Stalker 1.75
4 HTr LHa October Guard 1.50
5-28 ..... 1.50

GI JOE VS THE TRANSFORMERS

MARVEL (1987)

1-4 ..... 1.25

GI JOE YEARBOOK

MARVEL (1985-1988)

1 ..... 4.00
2 ..... 3.00
3 ..... 2.50
4 ..... 2.25
5 ..... 2.00

GOBBLEDY GOOK

MIRAGE (1984)

1-2 early TMNT 220.00

2ND SERIES (1986)

1 ..... 10.00

GODZILLA

DARK HORSE (1988)

1 movie adaptation 6.00
2-6 ..... 3.00
Color Special 3.50

GODZILLA VS. BARKLEY (1993)

1 dinosaur vs Charles Barkley 2.95

GODZILLA

MARVEL (1977-1979)

1 ..... 6.00
2 ..... 4.00
3 Champions 4.00
4-10 ..... 4.00
11-22 ..... [illegible]
23 Avengers 2.50
24 ..... 2.50

GOLDEN AGE

DC COMICS (1993-1994)

1 PSm JRb PF,Eseworlds story w/G. Age heroes in post-war 1946,foil-emb'd logo on cvr 4.95
2 PSm JRb PF,foil-emb'd logo on cvr,GL,Starman,others forced to become heroes again 4.95
3 PSm JRb WW II secrets revealed PF,foil-embossed logo on cvr 4.95
4 PSm JRb final issue 4.95

GOOD GUYS

DEFIANT (1993-current)

1 GRe JShJCs new team of young heroes 3.50
2 GRe/GBn JCs vs Mulchm'g,Glory 2.50
3 CAd JSh/JCs/JJa vs Chasm 2.50
4 GBn/RLa JShJJCs/JJa Foxhunt,p2, secret of Wicked Six,double sz 3.25
5 GBn JCs Flex vs Truck 2.00
6 GBn JCs Charlemagne 2.50
7 vs Master on Scourge Isle 2.50
8 new headquarters, vs the Braindash Boys 2.50

GRAVESTONE

MALIBU (1993-current)

1 TDr MPo from Protectors series 2.25
2 Direct Mkt poster 2.25
2A newstand,w/o poster 1.95
3 TDr MPo teams up w/Eternal Man,Genesis x-over 2.25
4 TDr MPo Genesis x-over 2.25
5-6 TDr MPo 2.25
7 TDr MPo Genesis x-over Bogg 2.25
8 TDr MPo 2.25
9 TDr MPo 2.25

GREATEST STORIES EVER TOLD

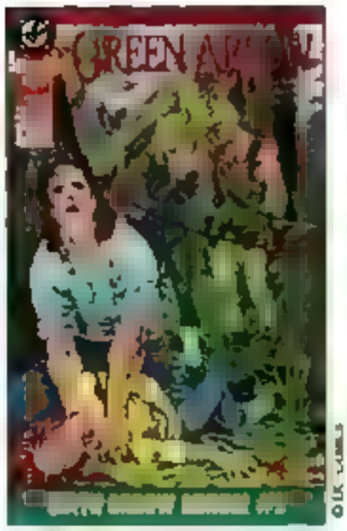
DC COMICS (1987-91)

Batman Stories (TPB) 15.95
Batman Stories p2 (TPB) 15.95
50's Stories (HC) 29.95
50's Stories (SC) 14.95
Flash Stories (HC) 29.95
Flash Stories (TPB) 14.95
Golden Age Stories (HC) 24.95
Golden Age Stories (TPB) 14.95
Joker Stories (TPB) 14.95
Superman Stories (TPB) 15.95
Team-Up Stories (TPB) 14.95
Team-Up Stories (HC) 24.95

GREEN ARROW

DC COMICS (1988-current)

1 EHa MGr vs Muncie 9.00
2 EHa MGr vs Muncie 4.00
3-6 EHa MGr 3.00
7 EHa MGr Black Canary 3.00
8 EHa MGr 3.00
9 EHa MGr R:Shado 3.00
10-11 EHa MGr Shado 3.00
12-15 EHa MG 3.00
16-18 EHa MG 2.50
19 EHa MGr G. Lantern 2.50
20 DJu MGr G. Lantern 2.25
21-24 DJu MGr Blood/Dragon 2.25
25-26 DJu MGr 2.00
27-28 DJu MGr Warlord 2.00
29-34 DJu MGr 2.00
35 MGr Black Arrow Saga 2.00
36-38 MGr Black Arrow Saga 2.00
39-49 MGr 2.00
50 SMs MGr returns to Seattle 2.50
51-54 RHo MGr 2.00
55-62 ..... 1.50
63 RHo MGr Hunt For Red Dragon,p1 Shado 1.50
64 Black Canary,p2 ..... 1.50
65-67 ..... 1.50
68 FSp MGr 1.50



69-74 ..... 1.75
75 RHo MGr Speedy,Shado Black Canary leaves Ollie, anniv issue,double size 2.50
76 RHo MGr teams w/Eddie Fyers 1.75
77-78 RHo MGr 1.75
79 vs police & CIA 1.75
80 tracks down CIA killers 1.75
81 JAp new direction 1.75
82 JAp vs Rival 1.75
83 JAp CDi Huntress,vs Yakuza 1.75
84 JAp mistaken for Deathstroke 1.75
85 JAp vs Deathstroke 1.75
86 JAp vs Catwoman in Dallas 1.75
87 JAp vs bigoted factory owner 1.95
88 JAp Man'n Manhunter,B.Beetle 1.95
89 meets Anarky in Gotham City 1.95
ANNUAL 1 Fables 4.00
ANNUAL 2 ..... 3.25
ANNUAL 3 Question 3.00
ANNUAL 4 ..... 3.00
ANNUAL 5 ..... 3.00
ANNUAL 6 Bloodlines,p13,1:Hook 3.50

MINI-SERIES (1983)

1 TEe MWb 4.00
2-4 TEe MWb 2.25

GREEN ARROW: THE WONDER YEAR (1993)

1-4 GMi MGr 1.75

GREEN ARROW/LONGBOW HUNTERS

DC COMICS (1987)

1 MGr MGi 1 Shado 12.00
2 MGr MGr 9.00
3 MGr MGi 6.00
TPB 12.95

GREEN HORNET

GOLD KEY (1967)

1 TV tie-in,photo cvrs on all 125.00
2-3 ..... 90.00

NOW (1989-1991)

1 JBt RFo Lone Ranger app 18.00
2 JBt RFo gang warfare 10.00
3 JBt RFo Joe Montrano 6.00
4 JBt RFo O:Alan Reid 5.00
5 JBt RFo fall of Brit house 4.50
6 JBt RFo new Hornet & Kato 4.00
7 JBt RFo O:Devane 3.00
8 JBt RFo Roger Thornston 2.50
9 JBt RFo ambushed 2.50
10 JBt RFo drug runners 2.50
11 MHe RFo memory/death 2.50
12 TSm RFo death p. 2.50
13 TSm RFo save the Earth 2.50
14 TSm RFo final issue 2.25

2ND SERIES (1991-current)

1 TSm CDi 2.50
2-4 TSm CDi 2.25
5 TSm CDi Valdez for Mayor 2.00
6 TSm CDi vs the Wall 2.00
7-8 TSm CDi 2.00
9 TSm CDi cub reporter 1.95
10-11 ..... 1.95
12 ..... 2.50
13-24 ..... 1.95
25 JBe TTu Diana Reid stalked 1.95
26 Chinese Mafia story,p1 ..... 1.95
27-30 ..... 1.95
31 a'math of Hornet's prison term 2.50
32 PZi GWh vs "ethnic purgers" 2.50
33 ..... 2.50
34 vs Sister-Hood 1.95
35 ..... [illegible]
ANNUAL 1 ..... 2.50

VARITY/GIANT SPECIAL

1-3 ..... 2.00

DARK TOMORROW

1-3 future story,Reids vs Katos 2.50

SOLITARY SENTINEL

1-3 ..... 2.50

GREEN LANTERN

DC COMICS

2ND SERIES (1960-1988)

1 GKa JBm O:Green Lantern 1,900.00
2 GKa JBm 1:Preface 540.00
3 GKa JBm vs Qward 310.00
4 GKa JBm 230.00
5 GKa JBm 1&O:Hector Hammond 230.00
6 GKa JBm 1 Tomar-Re 200.00
7 1&O:Sinestro 160.00
8-9 ..... 160.00
10 O:GL's path 160.00
11 ..... 160.00
12 1:Dr. Polaris 160.00
13 Flash 160.00
14 1&O:Sonar 120.00
15 ..... 120.00
16 O:Star Saphire 140.00
17-19 ..... 105.00
20 Flash 120.00
21 O:Dr Polaris 85.00
22 ..... 85.00

23 1:Tattooed Man 85.00
24 O:Shark 85.00
25-28 ..... 85.00
29 1:Black Hand,JLA 85.00
30 1:Kalma Tul 85.00
31-36 ..... 65.00
37 1:Evil Star 65.00
38 Tomar-Re 65.00
39 vs Black Hand 65.00
40 O:Guardians,Crisis ..... 2[illegible].00
41-44 ..... 45.00
45 Golden Age Green Lantern 65.00
46-47 Dr. Polaris 45.00
48-50 ..... 45.00
[illegible] 35.00
[illegible] 35.00
53-56 ..... 35.00
57 vs Man-O-Disaster 35.00
58 powerless GL 35.00
59 1:Guy Gardner 85.00
60 1:Lamplighter 25.00
61 GA Green Lantern appears 35.00
62-72 ..... 15.00
73-74 Star Sapphire,Sinestro 15.00
75 Qward 15.00
76 NAd Green Arrow 100.00
77 NAd Green Arrow 36.00
78 NAd Green Arrow 35.00
79-80 NAd Green Arrow 30.00
81-84 NAd Green Arrow 25.00
85-86 NAd Green Arrow,Drugs 35.00
87 NAd 1:John Stewart,Guy G. 25.00
88 reprints Golden Age GL 6.00
89 NAd Golden Age GL 17.00
90 MGr new rings 4.00
91-92 MGr vs Sinestro 4.00
93 MGr 3.00
94-95 MGr Green Arrow,Assassin 3.00
96-99 ..... 3.00

Hulk #418 Rick and Mario's wedding. Guest stars galore and a couple of cameos, including DC's Death, Reverend Peter David, and a bunch of other folks!

100 MGr 1:New Air Wave .5.00
101 MGr Green Arrow .5.00
102 MGr Green Arrow .4.00
103 .3.00
104-106 MGr .5.00
107 MGr Green Lantern Corps .5.00
108-110 MGr Golden Age GL .5.00
111 O:Green Lantern .4.00
112 O:Golden Age GL .8.00
113-115 .3.00
116 Guy Gardner .25.00
117 1:Karl Limbo .3.00
118 .3.00
119-121 .2.00
122 Guy Gardner Superman .2.00
123 Guy Gardner .6.00
124-129 .2.00
130 B:Tales of GL Corps .2.00
131 .2.00
132 B:Adam Strange .2.00
133-135 vs D: Polaris .2.00
136 Space Ranger .2.00
137 :Citadel .2.00
138 O:Eclipso .2.00
139 vs Eclipso .2.00
140 .2.00
141 1:Omega Men .5.00
142-143 Omega Men .3.00
144 Omega Men,D:Tattooed Man .3.00
145-148 .75
149 Green Lantern Corps .1.75
150 anniversary issue giant sz .3.00
151-159 GL exiled in space .1.50
160-161 Om Men exile continues .50
162-164 .50
165 J. Stewart,G. Arrow,exile cont .1.50
166-171 .1.50
172 exile ends .1.50
173 javelin .1.50
174 .1.50
175 Flash .1.50
176-177 .1.50
178 Monitor .1.50
179 .1.50
180 JLA .1.50
181 O: Hal .2.75
182 J. Stewart becomes Earth's GL .2.75
183-184 .2.75
185 O:new Green Lantern,Eclipso .2.75
186 vs Eclipso .2.75
187 Stewart meets K. Tul .2.75
188 Stewart reveals ID to world .4.00
189 vs Sonar .2.00
190 Guy G.,G. Arrow,B. Canary .2.00
191 .2.00
192 O:Star Sapphire .2.00
193 Guy Gardner .2.00
194 Crisis,G. Gardner .2.00
195 Guy Gardner becomes a Green Lantern .12.00
196-197 Crisis .2.00
198 Hal returns as GL,D:Tomar-Re .3.00
199 vs Star Sapphire .2.00
200 .2.25
ANNUAL 1 .3.50
ANNUAL 2 .2.75
ANNUAL 3 .2.50
becomes Green Lantern Corps

3RD SERIES (1990-current)

1 PBr GJo JLA .5.00
2 PBr GJo Guy Gardner .3.00
3 PBr GJo Jordan vs Guy .3.00
4 PBr GJo J.L.A. .2.00
5 PB: GJo Return To Qa .2.00
6-7 PB: GJo .2.00
8-12 JSc GJo Guy G'nord .2.00
13 Green Lantern Corps .2.00
14-17 MB GJo Mosaic .2.00
18 MBr GJo Guy Gardner .2.00
19 PBr GJo 50th anniv issue,dbl sz, O:Golden Age GL .2.00
20-24 .1.50
25 MBr GJo Justice League,Hal vs Guy,Guy loses ring .2.75
26 MBr GJo Evil Star Rising,p1 .1.00
27-29 MBr GJo .1.25
30 MBr GJo Flash,Gorilla Warfare,p1 .1.25
31 MBr GJo Flash,Gorilla Warfare p3 .1.25
32 MBr GJo Ansia,Flora .1.25
33 MBr GJo New Guardians .1.25
34 MBr GJo 1:Entropy .1.25
35 MBr GJo .1.25
36 GHa GJo vs Dr. Light .1.25
37 MBr GJo Guy Gardner .1.25
38-39 MBr GJo Adam Strange .1.25

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40 meets Ferrin Colos(Darkstar) .25
41-42 MBr GJo Deathstroke .25
43 GJo R:Ity .25
44 GHa GJo Trinity,p2,L.E.G...O.N. .1.25
45 GHa GJo Trinity,p5,L.E.G...O.N. .1.25
46 MBr GJo Reign of the Supermen, p19,new S'men,vs Mongul .11.50
47 GJo Green Arrow .7.50
48 DBk GJo GL resurrects C. City .6.50
49 DBk GJo Sinestro appointed new Corps leader .4.00
50 DBk GJo GL vs Guardians .4.50
51 DBk RMz new GL vs Olen .1.75
52 DBk RMz vs Mongul .1.50
53 DBk RMz Superman,vs Mongul .1.50
54 Major Force .1.50
ANNUAL 1 Darkness within .2.50
ANNUAL 2 GJo Bloodlines,p7 1:Nightblade .2.50

GREEN LANTERN ARCHIVES

Volume 1 .39.95

THE ROAD BACK (1992)

TPB rep Green Lant. (2nd #1-8) .8.95

GREEN LANTERN & GREEN ARROW

DC COMICS (1983-1984)

1 NAd DOn reprints .5.00
2 NAd DOn reprints .4.00
3-7 NAd DOn reprints .3.50
TPB reprints .12.95
TPB Vol reprints .11.95

GREEN LANTERN CORPS

DC COMICS (1986-1988)

Previously Green Lantern (1st)

201 1:new Corps .1.50
202-204 .50
205-206 vs Black Hand .1.50
207 Legends .1.50
208-211 .1.50
212 M.J. Stewart K. Tul .50
213-216 .50
217-219 vs Sinestro .1.50
220-221 Millenium .50
222-223 vs Sinestro .1.50
224 final issue,dbl size .3.50

QUARTERLY (1992-current)

1 FHy JOs 1:Jack T. Chance,Alan Scott,G'nord .2.50
2-4 .2.50
5 1:Adam .2.50
6 G.C women spotlighted truth about new Harleq'n,Just. Soc'y K. Tul pin-ups by Ahl. & JPh .2.95
7 Halloween issue .2.95
8 final issue,Emer. Twilight x-over .2.95

GREEN LANTERN EMERALD DAWN

DC COMICS (1989-1990)

1 MBr JOw O:Hal Jordan .8.00
2 MBr KGi Legion .5.50
3 MBr KGi vs Legion .3.50
4 MBr KGi GL Corps .3.50
5 MBr KGi Corps vs Legion .2.50
6 MBr KGi Hal vs true Legion .2.50
TPB reprints #1-6 .4.95

EMERALD DAWN II (1991)

1 MBr KGi Guy Gardner .2.00
2 MBr KGi O:Invasion .1.25
3 MBr KGi vs Sinestro's world .1.25
4 MBr KGi 1:Fists/Guardians .1.25
5 MBr KGi prison riot .1.25
6 MBr KGi O:Sinestro .1.25

GREEN LANTERN MOSAIC

DC COMICS (1992-current)

1 GHa GJo .2.25
2 GHa GJo O:Ch'p .2.00
3-14 .1.25
15 GJo Stewart meets people he has killed Katma Tul .1.25
16-17 LMc GJo Hal Jordan,Guy Gardner,Flash,P. Girl,others .1.25
18 LMc GJo final battle for Mosaic final issue .1.25

GRENDEL

COMICO

1ST SERIES (1983-1984)

1 .55.00
2-3 .40.00

2ND SERIES (1986-1991)

1 MWa .5.00
2 MWa .4.00
3-6 MWa .3.50
[illegible] .2.50
[illegible] .2.50
[illegible] .3.50
14 [illegible] .3.50
16 [illegible] .4.00
[illegible] .5.

GRENDEL: DEVIL IN THE DEED

DARK HORSE (1986)

1 MWa reprints 1st Grendel GN (pub'd by Comico),new MWa cvr,pin-ups by KJo,MAr,others .3.95

GRENDEL TALES

DARK HORSE (1993-1994)

1-6 TKr JRb .2.95

DEVIL IN OUR MIDST

1 Jonah the newest Grendel .2.95
2 crisis at Ice Station Hellman .2.95

THE DEVIL'S HAMMER

1 RWa BMr/KDe 1:P. Christus .2.50
2 RWa BMr/KDe .2.95
3 RWa BMr/KDe .2.95

GRENDEL: WAR CHILD

DARK HORSE (1992-1993)

1 PMc MWa .4.50
2-9 PMc MWa .3.00
10 MWa final issue,dbl sz, wraparound cover .4.00

THE G.R.I.P.

ECLIPSE (1994-current)

1 BGo BSt 1:The G.R.I.P. .2.95
2 BGo BSt vs the Thug Line .2.95

GROO

MARVEL (1985-current)

1 SAr MEv .15.00
2 SAr MEv .8.00
3-4 SAr MEv .6.00
5 SAr MEv .6.00
6-9 SAr MEv .6.00
10-12 SAr MEv .6.00
13-24 SAr MEv .4.00
25-28 SAr MEv .3.00
29 SAr MEv .5.00
30 SAr MEv .3.00
31-41 SAr MEv .3.00
42-63 SAr MEv .2.00
64 SAr MEv .2.00
65-67 SAr MEv .1.75
68-69 SAr MEv .1.50
70-86 SAr MEv .1.25
87-99 SAr MEv .2.25
100 .2.95
101-102 .2.25
103 SAr MEv Groo learns to read .2.25
104 SAr MEv searches for home for his dog .2.25
105-109 SAr MEv .2.25
110 becomes leader of Valleniums .2.25
111 vs "man who killed Groo" .2.25
112 becomes snarling beast .2.25
113 genie offers Groo 3 wishes .2.25
114 spoof of "The Birds" .2.25
115 .2.25

GROO ADVENTURES

TPB .8.95

MARVEL

TPB SAr MEv reprints #17-20 .9.95

FESTIVAL

TPB SAr MEv reprints #21-24 .10.95

GARDEN

TPB SAr MEv reprints #25-28 .10.95

GROO

PACIFIC (1982-1984)

1 SAr .37.00
2 SAr .25.00
3-7 SAr .20.00
8 SAr .22.00

GROO CHRONICLES

MARVEL (1989-1990)

1 SAr MEv .7.00
2 SAr MEv .6.00
3-6 SAr MEv .4.25

GROO SPECIAL

ECLIPSE (1984)

1 SAr .40.00

GUARDIANS OF THE GALAXY

MARVEL (1990-current)

1 JVa JVa O:Guardians .8.75
2 JVa JVa vs Stark .5.00
3 JVa JVa vs Stark .4.75
4 JVa JVa Firelord App .4.50
5 JVa JVa vs Force .4.25
6 JVa JVa Vision App .4.00
7 JVa JVa vs Malevolence .3.75
8 JVa JVa vs Yondu .3.75
9 JVa JVa World of Mutants, p1 .5.00
10 JVa JVa World of Mutants, p2 .4.00
11 JVa JVa World of Mutants, p3 .4.00
12 JVa JVa .3.00
13-14 JVa JVa .6.00
15-16 JVa JVa .3.00
19 JVa JVa .3.00
20 JVa JVa 1:Major Victory .3.00
21 JVa JVa Rancor,RLd cover .3.00
22 JVa JVa R:Starhawk,Rancor .3.00
23 JVa JVa Starhawk .2.75
24 JVa JVa Silver Surfer,Galactus .2.50
25 JVa JVa Silver Surfer defeats Galactus,laser-foil cover .3.50
26-29 JVa JVa .1.75
30-32 .1.50
33-37 KWe MGa .1.25
38 KWe MGa the Beyonder .1.25
39 KWe MGa Dr. Doom vs Rancor emb'd holo-grafx foil cvr,dbl sz .2.95
40 KWe MGa Thor,Loki Inhumans,vs Composite .1.25
41 KWe MGa vs Inhumans,Loki vs Starhawk in 31st Cen. Asgard .1.25
42 MGa Woden vs Loki & Inhumans,Thor .1.25
43 MGa vs Remora .1.25
44 MGa vs Starhawk,Beyonder .1.25
45 MGa Aleta vs Skakar .1.25
46 KWe MGa .1.25
47 KWe MGa vs Malevolence .1.25
48 KWe MGa R:Overkill .1.50
49 KWe MGa 1:Scathan .1.50
50 KWe MGa Future History,p1 double size,foil embossed cvr .2.95
50A regular cover .2.00
51 KWe MGa Yondu rejoins team .1.50
ANNUAL 1 .3.00
ANNUAL 2 HTr JVa System Bytes, 1:Galactic Guardians .2.50
ANNUAL 3 CDo MGa 1:Irish Wolfhound,bagged w/card .2.95
ANNUAL 4 Rancor returns .2.95
TPB rep #1-5 .12.95

GUNFIRE

DC COMICS (1994)

1 SEr LWe "New Blood" hero from Bloodlines,vs Ricochet .1.75
2 SEr LWe learns about weapon .1.75
3 SEr LWe vs Purge .1.75
4 SEr LWe Maraud3 .1.75

GUN RUNNER

MARVEL (1993-current)

1 ALa DAl 1st in Marvel UK's Gene Pool series,bagged w/cards .2.75

IRON MAN #305 Shellhead gets a lesson in rational decision-making—from the Hulk, of all people who Stark to dismantle a gamma bomb factory

WIZARD PRICE GUIDE

2 ALa DAi vs Ghost Rider 1.75
3 ALa DAi search for the Enhanced 1.75
4 ALa DAi vs Elite Guard 1.75
5 ALa DAi reunited w/Lore 1.75
6 ALa DAi vs Cynodd,final issue ... 1.75

GUY GARDNER

DC COMICS

REBORN (1992)

1-3 JSo GJo Prestige Format,Lobo, Guy Gardner without ring. 4.95

REG. SERIES (1992-current)

1 JSo GJo 1.25
2 JSo GJo JLA cameo 1.25
3-6 ..... 1.25
7 vs Goldface 1.25
8 vs Lobo 1.25
9 secret of Guy's ring 1.25
10 vs Guardians of the Universe 1.25
11 JSt CDi Year On[illegible] captive Guy,pas[illegible] 1.25
12 JSt CDi Year On[illegible] Hal Jordan [illegible] secret revealed 1.25
13 JSt CDi p3,joins teenaged counterpart 1.25
14 JSt CDi p4,escapes with other GLs from prison 1.25
15 JSt CDi JLA,vs doppleganger 1.50
16 new direction vs brother 1.50
becomes *Guy Gardner, Warrior*
17 MBy CDi Guy changes name to Warrior,new costume 1.50
18 MBy CDi vs Militia 1.50
19 MBy CDi E. Twilight aftermath 1.50
20 MBy BSt JLA vs Hal Jordan 1.50
21 MBy BSt vs Hal Jordan 1.50
22 MBy BSt vs Demon* 1.50
23 MBy BSt search for temple 1.50

HAMMER OF GOD

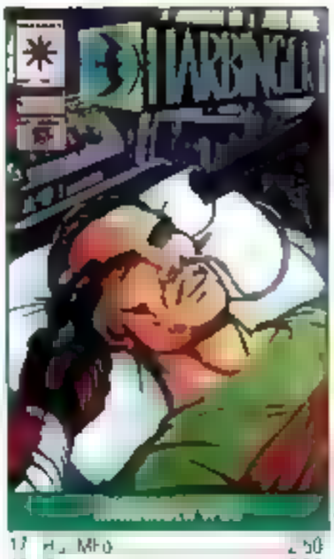
DARK HORSE (1994-current)

1 Judah the Hammer,Nexus's pal 2.95
2 Judah battles Punji 2.50

HARBINGER

VALIANT (1992-current)

0 w/Trade Paperback 20.00
0 Sandaway,pink logo 120.00
1 DLp JSh 1:Harbinger 100.00
1A coupon cut out 30.00
2 DLp JSh 5.00
2A [illegible] 20.00
3 DLp [illegible] X-Over 4.00
3A [illegible] 1.00
4 DLp JSh [illegible] 45.00
4A coupon cut out 15.00
5 DLp JSh Sling vs Solar 40.00
5A coupon cut out 11.00
6 DLp JSh Solar,D:Torque 25.00
6A coupon cut out 10.00
7 revenge for Torque's death 14.00
8 DLp JSh Torque revealed to be the father of Kris [illegible] 9.00
9 DLp Jmly ch16,birth Kris child 8.00
10 DLp H.A.R.D. Corps 1.00
11 DLp Eliquest crossover 1.00
12 DLp 7.00
13 DLp Wrath of Subterranean Underground Dwellers 4.50
14 HSi MFo Harada 9.00
15 HSi MFo Harada 7.00
16 HSi MFo 4.00



17 [illegible] MFo 2.50
18 [illegible] 2.50
20 search for Sting,R:Screen 2.50
21 HSi MFo Pete returns home 2.50
22 Archer & Armstrong 2.50
23 HSi MFo Twilight of the Eighth Day,p1 ..... 2.50
24 HSi MFo Twilight,p2 ..... 2.50
25 HSi MFo Sting vs Harada 3.75
26 SCh MFo new Harbr Foundn 2.50
27 SCh MFo new kids in retreat 2.50
28 SCh MFo 2.50
29 SCh MFo crisis of conscience w/Variant Era II card 2.50
30 SCh MFo Bad Omen,p1 ..... 2.50
31 SCh MFo Bad Omen,p3 ..... 2.50
32 [illegible] 2.50
33 SCh MFo Chaos Effect Prelude 2.50
34 Chaos Effect-Delta,p1 ..... 2.50
TPB Diamond-Blue 4.00

HARBINGER FILES HARADA

VALIANT (1994-current)

1 the story of Toyo Harada 2.50

HARD BOILED

DARK HORSE (1990-1991)

1 [illegible] 5.50
2 [illegible] 5.00
3 [illegible] 5.45

HARDCASE

MALIBU (1993-current)

1 JCi JHu 1:Hardcase,Forsa,D.. Blast Headknocker Starburst & NM-E Ultraverse #0 coupon 7.00
1B hologram edition 50.00
1C Ultra-limited/foil edition 30.00
2 JCi JHu Choice,bagged w/card 4.00
3 JCi JHu vs Omega Team 3.00
4 Hardcase/Strangers x-over,p1 ..... 3.00
5 SBe JHu vs Hardwire Rune chapter & #0 coupon 2.75
6 SBe JHu Hardcase vs Hardwire 2.25
7 SBe JHu Break-Thru x-over 1.95
8 SBe JHu HC & Choice return to Earth deal w/B-Thru aftermath 1.95
9 SBe JHu The Orig. of Choice,p1 ..... 1.95
10 SBe JHu 1.95
11 SBe JHu vs Aladdin's army 1.95
12 SBe JHu Choice's past,Hardwire Headknocker wraparound cvr. 1.95
13 SBe JHu major turning point 1.95

H.A.R.D. CORPS

VALIANT (1992-current)

1 DLp DMi gatefold cover 7.00
1A gold logo variant 75.00
2 MLe DMi Las Vegas,Harada 4.00
3-4 MLe DM 3.00
5 Bloodshot 3.00
5A w/Comic Defense logo 18.00
6-8 ..... 2.25
9 MLe DM 2.50
10 MLe DMi Turok 2.25
11-14 MLe DMi 2.25
15 DMi 2.75
16 YGu DM new Southeastern HQ 2.25
17 YGu DM vs Armorines 2.25
18 battle w/Armorines gets worse 2.25
19 Bad Omen p2 vs Harada 2.25
20 p4, vs Harbinger Foundation 2.25
21 new mission,new direction 2.25
22 Return of Midnight Earl,p2 ..... 2.25
23 Chaos Effect-Delta,p4 ..... 2.25

HARD ROCK COMICS

REVOLUTIONARY

1 SPe JAs Metallica 2.50
2 MRs SSt Motley Crue 2.50
3 MRs SSt Jane's Addiction 2.50
4 MRs SSt Nirvana 2.50
5 SPe SSt KISS 2.50
6 ..... 2.50
7 MRs SSt Red Hot Chili Peppers 2.50
8 SPe SSt Pearl Jam Soundgarden 2.50
9 SSt Queen 2.50
10 JPa SSt The Ramones 2.50
11 SJa SSt Pantera 2.50
12 SPe SSt Jimi Hendrix 2.50
13 JPa The Dead Kennedys 2.50
14 Van Halen 2.50
15 JA SP Megadeth Motorhead glow-in-the-dark cover 2.50
16 JPa SSt Joan Jett Lita Ford Runaways 2.50
17 PMc [illegible] Metallica 2.50
18 JAs SSt Queensryche II 2.50
19 All-Star Special,TheDoors, S Hagar Jghy Kid Joe others 2.50
20-21 ..... 2.50
22 Jim Morrison & the Doors 2.50
23 Alice in Chains 2.50
24 Sonic Youth 2.50
25 White Zombie,Savatage 2.50
26 ..... 2.50
27 Henry Rollins Black Flag Stalk 2.50

HARDWARE

DC COMICS (1993-current)

1 Direct Market 3.25
1A Platinum Edition 45.00
1A Newsstand 1.75
2-4 ..... 1.50
5 1:Deathwish 1.50
6 Deathwish's secret revealed 1.50
7 HW's transformation begins 1.50
8 ..... 1.50
9 vs Technique 1.50
10 vs Harm,mob enforcer 1.50
11 beginning of Shadow War 1.50
12 vs Harm 1.50
13 Cut lights & HW suit 1.50
14 [illegible] 1.50
15 Alva discovers HW's secret 1.50
16 new version of HW,collector's ed.,"barn-door" cover by JBy 3.95
16A [illegible] JBy cvr 95
17 Worlds Collide x-over,p2 ..... 1.50
18 Worlds Collide,p9 ..... 1.75

HARDER HEARTS

HARRIS (1994-current)

1 APa JHu 1:Dexter Green,Pl 2.95
2 APa JHu on trail of missing teen 2.95
3 APa JHu search for teen goes on 2.95
4 APa JHu plain of mirrors 2.95
5 APa JHu Dex finds Dan 2.95

HATE

FANTAGRAPHICS (1990-current)

1 ..... 20.00
2 ..... 15.00
3-4 ..... 10.00
5-6 ..... 7.00
7 ..... 6.00
8-10 ..... 5.00
11-12 ..... 4.00

HAWKEYE

MARVEL (1983)

1 MGn Mockingbird 2.50
2-4 MGn Mockingbird 2.00
TPB reprints #1-4 ..... 5.95

MINI-SERIES (1994)

1 SKo CDi 1.75
2 SKo CDi discovers creature in Bl[illegible] 1.75
3 SKo CDi War M. new costume 1.75
4 SKo CDi vs Secret Empire 1.75

HAWKMAN

DC COMICS (1964-1958)

1 MAn GFo 1:Chac 400.00
2 MAn GFo Tools 135.00
3 MAn GFo Sky Raiders 75.00
4 MAn GFo 1:Zatanna 90.00
5 MAn GFo Shadow Thief 75.00
6 MAn GFo 1:Wingors 65.00
7 MAn GFo 1:C.A.W. 50.00
8 MAn GFo Vulcan robot 50.00
9 MAn GFo Master Atom 50.00
10 MAn GFo C.A.W. 50.00
11 MAn GFo Shriks 40.00
12 MAn GFo Avron Kull 40.00
13 MAn GFo vikings 40.00
14 MAn GFo C.A.W. 40.00
15 MAn GFo Makkar 40.00
16 MAn GFo Wingors 25.00
17 MAn GFo Raven 25.00
18 MAn GFo Adam Strange 25.00
19 MAn GFo Matchless 25.00
20 MAn GFo 1:Lion Mane 25.00
21 MAn GFo Lion Mane 25.00
22 DDi BHa Falcon 25.00
23 DDi BHa time travel 25.00
24 DDi BHa aliens 25.00
25 DDi RMa Medusa 25.00
26 DC [illegible] Dyama 25.00
27 DDi RMa Snow-fiend 25.00
TPB 19.95

2ND SERIES (1986-1987)

1 RHw Tls O:Hawkman 3.00
2-8 RHw Tls 1.25
9-17 RHw DMs 1.25

3RD SERIES (1993-current)

1 JCi JCi [illegible] costume foil-enhanced cover 3.00
2 JDr JOs Green Lantern vs Meta-tech & Marauder 1.75
3 JDr JOs truth about Hawkmn 1.75
4 JDr JOs [illegible] 1.75
5 JDr JOs W. [illegible] Bloodwynd 1.75
6 JOs [illegible] 1.75
7 JMc PMc [illegible] Netherwld p1 ..... 1.75
8 JMc PMc p2 vs Mo[illegible] 1.75
9 SLb WLo vs Netherwld survivors 1.75
10 SLb WLo vs Badhood 1.75
11 Hawkie whips Badblood 1.75
12 SLb WLo origins of Hawkgod 1.95
ANNUAL 1 JDr JOs Bloodlines,p17, 1:Meagrel 3.50

HAWKWORLD

DC COMICS

MINI-SERIES (1989)

1 TTr O:Hawkman,PF 8.00
2-3 TTr O:Hawkman,PF 6.00

REG. SERIES (1990-1993)

1 GNo JOs O:[illegible] 4.00
2 GNo JOs [illegible] 2.00
3 GNo JOs old costume 1.75
4 GNo JOs vs Shadow Thief 1.75
5-7 GNo JOs 1.75
8-9 GNo JOs vs Byth 1.75
10 GNo JOs 1.75
11-12 GNo JOs Blackhawks app. 1.75
13-17 GNo JOs 1.75
18 GNo JOs 1.50
19 GNo JOs Attila Defeated 1.50
20 GNo JOs 1.50
21 GNo JOs Escape from Thanagar,p1 ..... 1.50
22 GNo JOs p2 M Manhunter 1.50
23 GNo JOs p3,civil war 1.50
24 GNo JOs p4 Lizardkons 1.50
25-26 ..... 1.50

JUSTICE LEAGUE AMERICA #80... A new alien menace and its new Cadre threaten the future of the world, and Booster Gold loses an arm.

27 Flight's End,p1 1 75
28-30 1 75
31 TTr JOs Flight's End,p5 1 75
32 TTr JOs D:Hawkwoman,p6 1 75
ANNUAL 1 Flash 2 95
ANNUAL 2 Arm 2001 2 95
ANNUAL 2A 2nd print,Silver 2 95
ANNUAL 3 Eclipso 2 95
TPB reprints mini-series #1-3 16 95

THE HEART OF THE BEAST

DC COMICS (1994)

HC SPh DMc JDp Gothic romance 19 95

HEARTS OF DARKNESS

MARVEL (1992)

PF JRj HMa Ghost Rider,Punisher Wolverine vs Mephisto 4.95

HEAVY HITTERS

MARVEL (1993)

ANNUAL 1 five stories featur'g Heavy hitters char's,w/card 3 75

THE HECKLER

DC COMICS (1992-current)

1-7 KGl 1.25

HELLBLAZER

DC COMICS (1988-current)

1 JRi JDe John Constantine 20.00
2 JRi JDe 10 00
3 JRi JDe 10.00
4-5 JRi JDe 10 00
6-12 6.00
13-24 5.00
25-48 3.00
49 SDi GEn 2.50
50 Lord of Vampires 3.50
51 55 2 25
56-62 1.75
63 Vertigo begins 1 75
64-65 1 75
66 1.95
67 turning point,painted cover 1.95
68-69 SDn GEn vs King of the Vampires 1.95
70 SDn GEn 1.95
71 SDn GEn as WWII pilot 1 95
72 SDn GEn in New York City 1.95
73 SDn GEn in homeless shelter 1 95
74 SDn GEn in heartland 1 95
75 SDn GEn milestone iss.,dbl sz 2 95
76 SDn GEn visits Ireland 1 95
77 PSn GEn returns to London 1 95
78 SDn GEn past foes return 1 95
79 SDn GEn battles Lucifer 1 95
80 SDn GEn riots threaten London 1 95
ANNUAL 1 5.00
SPECIAL 1 SDn GEn self-contained story,portfolio section 3.95

DANGEROUS HABITS (1994)

TPB reprints #41-46 14.95

ORIGINAL SINS (1992)

TPB reprints #1-9 19 95

HELLBOY

DARK HORSE

1 MMi 2 50
2 MMi JBy search for clues 2.50
3 MMi explores decaying temple 2 50
4 MMi JBy chilling climax 2 50

HELLHOUNDS: PANZER CORPS

DARK HORSE

1 KFu MOs 1:H'hounds,Japanese heroes,CHa cover 2.50
2-4 2.50
5 2 50

HELLRAISER

MARVEL (1989-current)

1 Clive Barker stories 8.00
2 7 00
3-4 6.50
5-9 5 95
10-11 4.50
12 6.00
13 4.50
14-20 4 95

BOOK OF THE DAMNED (1991-current)

1-4 MMi DCh 4 95

DARK HOLIDAY SPECIAL (1992)

1 4 95

SUMMER SPECIAL (1992)

1 5.95

HELL'S ANGEL

MARVEL (1992-current)

1-7 1 75

HELLSTORM

MARVEL (1993-current)

1 MBi RNi parchment cover 2 95
2-8 MBi RNi 2.00
9-11 2 00
12 secrets about Damion's past 2.00
13 vs demonic killer 2.00
14 vs Zahgurim 2 00
15 haunted house story 2 00
16 new direction 2 00
17 fateful confrontation 2.00

HERCULES

MARVEL

MINI-SERIES (1982)

1 BLa BLa banished 2 00
2-4 BLa BLa 2 00

2ND SERIES (1984)

1-4 BLa BLa 1 50

FULL CIRCLE (1988)

GN 6 95

PRINCE OF POWER

TPB 6 95

HEROES INCORPORATED

BRAINSTORM

1 KQu 1:Heroes Inc 4 cards 5 95
1A reg. edition,w/o cards 2 95

HEROES AGAINST HUNGER

DC COMICS (1986)

1 Batman & Superman 4 50

HEROES FOR HOPE

MARVEL (1985)

1 X-Men 6 00

HEROES LIKE US

MAJESTIC

1 Animus,Double Edge,others 2 50
2 major decis'n for team members 2 50

HERO FOR HIRE

MARVEL (1972-1973)

1 1:Luke Cage 40 00
2-5 16 00
6-8 10 00
9 vs Dr Doom 9 00
10-12 9 00
13-16 7 00
becomes Power Man

HEX

DC COMICS (1985-1987)

1-10 MTe MFl 1 50
11-12 MTe MFl Future Batman 3.00
13-15 MTe MF 1 50
16-18 MTe MFl 2 00

HISTORY OF THE DC UNIVERSE

DC COMICS (1986)

1-2 GPe MWo 6.00
HC 30.00
Limited Edition 60 00

HITCHHIKER'S GUIDE TO THE GALAXY

DC COMICS (1993)

1-3 PF,adaptation of book series 4.95

HOKUM & HEX

MARVEL (1993-current)

1 AWi FLo Razorline title,1 Trip Muntrow,Saint Sinner preview, prismatic foil cover 2.50
2-3 1 75
4 history of Barkerverse heroes 1 75
5-6 1 75
7 Trip & Gorkill team vs Bl'dshed 1 75
8 AWi FLo Trip of Neosphere 1 75
9 AWi FLo Trip vs Bloodshed 1 75

HOUSE OF MYSTERY

DC COMICS (1952-1983)

1 775 00
2 360 00
3 260 00
4 2 0.00
5 Becomes a monthly series 185 00
6-8 185.00
9-14 155.00
15-20 130.00
21 26 105.00
27 32 84 00
33-35 75 00
36 1st Code-approved issue 90.00
37 50 60.00
51-60 45 00
61 JK 50.00
62 40 00
63 JK 50.00
64 40 00
65-66 JK 50.00
67 40 00
68-69 30 00
70 JK 40 00
71 25 00
72 JK 40 00
73-75 25 00
76 JK 40 00
77-83 25 00
84-85 JK 40 00
86-99 25 00
100 30 00
101-116 20 00
117 119 15 00
120 22 00
121 142 15 00
143 M Manhunter 160 00
144 M Manhunter 75 00
145-155 M Manhunter 40 00
156 B Dial H for Hero 50.00
157 159 M Manhunter 45.00
160 70 00
161 172 M Manhunter 35 00
173 M Manhunter 35 00
174-177 8.00
178 NAd 12 00
179 BWi 35 00
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183 10 00
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IMAGE

IMAGE (1993)

IMAGE OF SHADOWHAWK

IMAGE (1993-1994)

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EAGLE/QUALITY (1983-1986)
1 BBo JWa 11.00
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5-10 JWa 7.50
11-20 ....4.00
21-32 ....3.00
33-35 published by Quality 3.00

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1 JBy 2.00
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1 ....5.00
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61 little changes to Judge Dredd Classics 1.95
62-77 ....1.95

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BOOK 1 1-America 2.95
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SC collection of SB. J.D. stories ..5.95

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SC Joyce (Emerald Isle judge) 4.95

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1-4 reprints 5.95
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SC vs Black Widow 2.95

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BOOKS 1-2 vs Raptaur 2.95

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GN Dredd quits 8.95

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1 MOm AHe JK hero in America ..1.95

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LIGHTNING (1993-current)
1 gold prism cvr ....5.
2 Halloween polybag,Perg card ....4.
3 JD vs Razor,Rill,Nightmare 2.95
4 ....2.95
5 team disc's Saturbrio's changed ..2.95
6 discov's dark side of Sal's power 2.
7 ....2.
8 truth about Saturbrio revealed ....2.
9 vs Red Front,1:(cameo) Justicar ..2.
10 1-Visage,Rook,Autobahn,Tracker 2.95

JURASSIC PARK

TOPPS (1993)
1 GKa WSi adaptat'n of movie, collector's edit'n bgd w/3 cards 4.50
1A newsstand edit'n,Topps first newsstand comic 3.00
2 GKa WSi Dir Mkt edition. bagged w/3 cards 3.25
2A newsstand edition,w/o cards ..2.50
3 GKa Wsi T-Rex,Dir Mkt ed., bagged w/3 cards 2.95
3A newsstand ed.,w/o cards 2.50
4 GKa WSi dinos on the loose Dir Mkt ed.,bagged w/4 cards ...2.95
4A newsstand,w/o cards 2.50

RAPTOR (1993)
1 bagged w/cards ..2.95
2 bagged w/cards 2.95

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MANTRA #9... Lukasz resigns himself to playing the role of mother, and traps his/her archenemy, Thanasi, in the enfeebled body of a friend's uncle.

RAPTORS ATTACK! (1994)

1 AGi SEn young rap's on mainl'd
2 AGi SEn [illegible] 50
3 AG SEn raptors loose in jungle .50
4 AG SEn secret of rap's revealed [illegible]

JUSTICE LEAGUE

DC COMICS (1987)

1 KG KGi 1:Maxwell Lord 12.00
2 KG KGi 1:post-Crisis Blue Jay Silver Sorceress & Wandjina .10.00
3 KG KGi Rocket Reds 7.00
3A last logo 90.00
4 KMa KGi Royal Flush Gang, u:Booster Gold 6.00
5 KMa KGi G. Gardner vs Batman..5.00
6 KMa KGi M Manhunter vs Capt. Marvel,Gray Man 5.00
ANNUAL 1 DGi KGi vs plague 5.50
SPECTACULAR 1 1.50
becomes Justice League International (1st)

JUSTICE LEAGUE AMERICA

DC COMICS (1988-current)

previously Justice League International (1st)

26 TTe KGi Huntress 2.00
27 TTe Beetle Roma Amanda Waller,Exorcist cover 2.00
28 MMk KGi Fire's new powers Guy & Ice's first date 2.00
29 TTe KGi Dr.Fate,Beetle cured 2.00
30 u:Huntress 2.00
31 AHu [illegible] new costumes for Fire & Ice,Dr Fate,Spectre,Teasdale Imperatives,p1,JLE 3.50
32 AHu KGi p3,JLE vs Gray Man 3.50
33 AHu KGi Kilowog,Aquaman, 1:Kooey Kooey Kooey 3.00
34 AHu KGi Aquaman,Injustice League,Club JLA 3.00
35 AHu KGi 1:Cat,Aquaman 3.00
36 AHu KGi 1:Mr.Nebula, 1 Scarlet Skier 2.00
37 AHu KGi O:Booster Gold R:Despero 2.00
38 AHu KGi vs Despero,D:Sargeant Steel,O:Gypsy's parents,Spy magazine parody 2.00
39 AHu KGi Despero 1.75
40 AHu KGi Superman,Batman 1.75
41 Metamorpho,Wonder Woman 1.75
42 MMk KGi Starman,E Drabio Hawk & Dove,J:Orion & Lightray 1.75
43 AHu KGi Tortolini 1.75
44 AHu KGi vs Tortolini 1.75
45 RBi KG Guy & Ice's 2nd date 1.75
46 LMe KGi 1:General Glory, Glory Bound,p1 1.75
47 LMe KGi p2,J:Gen. Glory 1.75
48 LMe KGi p3,1:Ernie 1.75
49 LMe KGi p4 1.75
50 LMe KGi p5,double size anniv issue,O:General Glory 2.25
51 AHu KGi G'Nort,Kilowog 1.75
52 TEe KGi Max shot,Beetle vs Gardner 1.75
53 Breakdowns,p1 3.00
54 CWo KGi u:Tasmanian Devil u:Dr Light,Fire & Ice fired,p3 2.50
55 CWo KGi p5,Global Guardians 2.50
56 CWo KGi p7,JLA mountain 2.50
57 CWo KGi p9,Lobo,R:Extremists, Dreamslayer possesses Max 2.50
58 BSe KGi p11,Lobo vs Despero Conglomerate 2.50
59 BSe KGi p13,1:new Extremists..2.50
60 JDm KGi p15,O:everybody 2.00
61 DJu DJu 1:Weapons Master new League 3.25
62 vs Weapons Master 1.50
63 vs Starbreaker 1.50
64 DJu DJu Starbreaker 1.50
65-68 1.25
69 vs Doomsday 15.50
70 Funeral for a Friend begins 11.00
70A newsstand(w/o outer cvr) 2.50
71 SVe DJu new JLA W Woman becomes leader,O:Ice 4.75
71A newsstand(w/o outer cvr) 2.00
72 Destiny's Hand,p1 1.25
73 Hand,p2,vs Dark JLA 1.25
74 Hand,p3,Bloodwynd revealed to be John J'onzz 1.25
75 Hand,p4,vs Dr Destiny 1.25
76 secrets of Bloodwynd/J. J'onzz 1.25
77 MCn DJu 1.25
78-79 MCn DVa vs Extremists 1.25
80 KWe DVa 1.25
81 KWe DVa R:Captain Atom 1.25
82 KWe DVa vs Capt. Atom & Peacekeepers 1.25
83 KWe DVa G. Gardner kills 1.50
84 KWe DVa vs Ice's brother 1.50
85 KWe DVa Ice vs Ewald 1.50
86 DVa Cult of the Machine,p1 1.50
87 DVa p2,vs Dreamslayer 1.50
88 DVa p3,vs cult 1.50
89 DVa Judgment Day p1 1.50
90 MCa DVa Judgment Day,p4 1.50
91 MCa DVa Aftershocks,p1 1.50
ANNUAL 4 MMk KGi Justice League Antarctica 2.50
ANNUAL 5 SCa KG Arm. 2001 2.50
ANNUAL 5A 2nd print,Silver 2.00
ANNUAL 6 Eclipso 2.50
ANNUAL 7 GLa WLo Bloodlines, p15,1 The Terrorsmith 2.50
ANNUAL 8 NFe DVa Elseworlds storyline 2.95

JUSTICE LEAGUE BOOKS

DC COMICS

A NEW BEGINNING (1989)

TPB rep JL #1-6,JLI #7 12.95

JUSTICE LEAGUE ARCHIVES

1 HC rep Brave & Bold #28-30, JLA(1st) #1-6 39.95
2 HC reprints JLA (2nd) #7-14 39.95

SECRET GOSPEL OF MAXWELL LORD

TPB rep JLI #8-12,JL Ann. #1 12.95

JUSTICE LEAGUE EUROPE

DC COMICS (1989-1993)

1 BSe KGi new embassy 4.00
2 BSe KGi vs Global Guardians 2.75
3 BSe KGi vs Global Guardians 3.00
4 BSe KGi vs Jack O' Lantern 3.00
5 BSe KGi vs Java,Simon Stagg 3.00
6 BSe KG: JLE in school 3.00
7 BSe KGi Teasdale imperative, p2 JLA, Spectre 3.50
8 BSe KG p4,JLA,Power Gir hurt 3.50
9 Superman saves Power Gir 2.25
10 BSe KGi 1&J:Crimson Fox Batman 2.25
11 BSe KG Metal Men, 1:Metamorpho's son 2.25
12 BSe KGi Metal Men,Blue Jay Silver Sorceress 2.25
13-14 2.25
15 BSe KGi 1:Extremists,J:Blue Jay new Power Gir costume 2.75
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17 BSe KGi Extremists,UN 2.50
18 BSe KGi Extremists,1:Mitch 2.50
19 BSe KGi O&D:Extremists 2.25
20 MRo KGi 1:Beetealer II 1.50
21 MRo KGi move to London, u:Silver Sorceress 1.50
22 MRo KGi Cat kidnapped 1.50
23 BSe KGi O:Crimson Fox 1.50

24 BSe KGi giant worms 1.50
25 BSe KGi vs worms,D.Maurice Puanteur Starro 1.50
26 BSe KGi Starro 1.25
27 BSe KGi Starro,JLE vs JLE 1.25
28 vs Starro 1.25
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30 p4 2.00
31 p6 2.00
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34 DRb KGi p12,Lobo vs Despero Manga Khan 1.50
35 DRb KGi p14,D:Silver Sorceress 1.50
36 CWo GJo JLI disbands 1.50
37 RRa GJo Batman 1 Deconstructo, new JLE 3.00
38 Deconstructo 1.50
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40 RRa GJo 1.50
41-43 1.25
44 RRa GJo vs Amos Fortune 1.25
45-49 1.25
50 double size,anniv issue, team changes name to JLI 2.50
ANNUAL 1 LMe KGi vs Global Guardians 2.50
ANNUAL 2 SCa KGi Arm 2001 2.50
ANNUAL 3 Eclipso 2.50
becomes Justice League International (2nd)

JUSTICE LEAGUE INTERNATIONAL

DC COMICS (1987-1989)

previously Justice League

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8 KMa KGi O:Batman,Jack O' Lantern back up story 3.00
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12 KMa KGi O:Maxwell Lord, Global Guardians disband 2.50
13 KGi KGi Suicide Squad 2.50
14 SLa KGi 1:L-Ron,1:Manga Khan,J:Fire & Ice 2.50
15 vs Manga Khan 2.00
16 KMa KGi Queen Bee 2.00
17 KMa KGi kicked out of Bialya 2.00
18 KMa KGi Lobo 5.00
19 KMa KGi Lobo vs Guy Gardner u:Hawkman & Hawkwoman 5.00
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21 TTe KGi Lobo,Darkseid 3.50
22 KMa KGi Invasion W Woman 3.00
23 KMa KGi invasion,Injustice League 3.00
24 TTe KGi 1:JLE,dbl size 5.00
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becomes Justice League America

2ND SERIES (1993-current)

previously Justice League Europe

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52 RRa GJo Power Girl & Dr Light light for Maya 1.25
53 RRa GJo Crimson Fox finds out husband is alive 1.25
54-55 RRa GJo 1.25
56 League ambushed in HQ 1.25
57 1.25
58 RRa GJo vs aliens several char's change drastically 1.50
59 RRa GJo vs Alaric 1.50
60 RRa GJo have to past 1.50
61 CWj GJo Godfrey & his family .50
62 CWj GJo vs Godfrey's family 1.50
63 CWj GJo vs cult in Africa 1.50
64 CWj GJo vs new Cadre 1.50
65 CWj GJo Judgment Day p3 1.50
66 CWj GJo Judgment Day p6 1.50
67 AWi GJo Aftershocks,p3 1.50
ANNUAL 4 MPr GJr Bloodlines, p9,1 Ironheart 2.50

QUARTERLY

1 CSp KGi 1:Conglomerate 3.00
2 TAr KGi O:Mr Nebula 2.95
3 O:Extremists 2.95
4 JPe WJa ice possessed 2.95
5 2.95
6 Global Guardians 2.95
7 EBa MPr High School reunion 3.50
8 1:new Conglomerate 3.50
9-11 3.50
12 MWa new Conglomerate, Praxis,Dr Light,Ice 3.50
13 Ultra vs Captain Atom 3.50
14 Capt Atom,B. Beetle,N'shade, T'bolt reunited vs A. Havoc 3.50
15 Praxis story concludes 3.50

SPECIAL (1990-1991)

1 JPh KGi Mr Miracle Manga Khan 3.25
2 JSo JCa O:Huntress 3.00

JUSTICE LEAGUE OF AMERICA

DC COMICS (1960-1987)

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2 MSe GFo 1 Simon Magus,Magic-Land crossover story 600.00
3 MSe GFo 1:Kanjar Ro 425.00
4 MSe GFo u:Green Arrow 300.00
5 MSe GFo 1:Dr Destiny 225.00
6 MSe GFo 1:Professor Amos Fortune, wheel of misfortune 180.00
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12 MSe GFo 1:Doctor Light 125.00
13 MSe GFo vs Robot Justice League,Speedy,Jimmy Olsen 125.00
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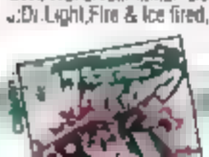
21 MSe GFo 1:Black Canary I, 1:Dr Fate,1 Hourman 200.00
22 MSe GFo JSA 175.00
23 MSe GFo 1:Queen Bee 50.00
24 MSe GFo Adam Strange 50.00
25 MSe GFo 1:Draad 50.00



New Warriors #48: Vance learns that his father was a closet homosexual, which resulted in his physically abusing his mutant child.

WIZARD PRICE GUIDE

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27 MSe GFo Amazo 50.00
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34 MSe GFo Joker .32.00
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58 reprints JLA #1,6,8 [illegible]
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81 DDi DNe Norch Lor defeated 5.00
82 DDi DNe 1:Bat-Man of Earth-2 JSA,Superman of Earth-2 5.00
83 DDi DNe Spectre comes to Earth-1 5.00
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113 DDi LWe JSA,O:Sandy [illegible]
114 DDi LWe Zatanna,JSA [illegible]
115 DDi DNe Martian Manhunter [illegible]
116 DDi CBa 1&O:Golden Eagle [illegible]
117 DDi EMa J:Hawkman [illegible]
118 DDi EMa Adaptoids vs Earth [illegible]
119 DDi EMa Adaptoids defeated [illegible]
120 DDi CBa O:Adam Strange [illegible]
121 DDi CBa Adam Strange marries Alanna,Kanar Ro 2.75
122 DDi MPa case bk story 2.75
123 DDi CBa/EMa 1:Gambler Injustice Society of America 2.75
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128 DDi MPa O:Wonder Woman [illegible]
129 DDi MPa D:Red Tornado [illegible]
130 DDi MPa vs the Dharfu [illegible]
131 DDi GCy Sonar [illegible]
132 DDi GCy Supergirl [illegible]
133-134 DDi GCy Despero [illegible]
135 DDi EBr JSA,1 Squadron of Justice,Penguin [illegible]
136 DDi EBr Joker [illegible]
137 DDi EBr Captain Marvel [illegible]
138-139 DDi CBi Adam Strange [illegible]
140 DDi SEn Grandmaster [illegible]
141 DDi SEn O:Manhunters [illegible]
142 DDi SEn 1:Construct [illegible]
143 DDi SEn Injustice Gang [illegible]
144 DDi SEn O:JLA,Challengers [illegible]
145 DDi SEn R. Red Tornado [illegible]
146 DDi SEn Construct [illegible]
147-148 DDi PLe JSA,LOSH [illegible]
149 DDi SEn Dr. Light [illegible]
150 DDi SEn The [illegible]
151 DDi GCy Amos Fortune [illegible]
152 DDi GCy Red Tornado [illegible]
153 GTu GCy 1&O:Ultraa [illegible]
154 DDi GCy Dr. Destiny [illegible]
155 DDi GCy Captain Cold [illegible]
156 DDi GCy Phantom Stranger [illegible]
157 DDi GCy kill the women [illegible]
158 DDi GCy Ultraa [illegible]
159 DDi GCy Jonah Hex [illegible]
160 DDi GCy JSA [illegible]
161 DDi GCy J:Zatanna [illegible]
162 DDi GCy Zatara [illegible]
163 DDi GCy O:Zatanna [illegible]
164 DDi GCy Allegro [illegible]
165 DDi GCy Hidden ones [illegible]
166-167 DDi GCy Secret Society [illegible]
168 DDi GCy Society defeated [illegible]
169 DDi GCy 1:Over-Complex [illegible]
170 DDi GCy Supergirl [illegible]
171 DDi GCy D:Mr Terrific,JSA [illegible]
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197 GPe/KPo GCy JSA returns [illegible]
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205 DHe GCy O:Flush Gang [illegible]
206 CIn GCy demons [illegible]
207 206 DHe GCy All-Star Squad [illegible]
208 DHe GCy All-Star Squadron, Crime Syndicate [illegible]
210 RBu GCy X-Element [illegible]
211 RBu GCy 1:War-Kohn [illegible]
212 RBu GCy Phantom Stranger [illegible]
213 DHe GCy Microcosmos [illegible]
214 DHe GCy Siren Sisters [illegible]
215 DHe GCy O:Golha [illegible]
216 DHe GCy Atom insane [illegible]
217 CPa KPu elementals [illegible]
218 CPA CBu Professor Ivo [illegible]
219 RTh GCy JSA [illegible]
220 CPa GCy O:Black Canary [illegible]
221 CPa GCy Anti-men [illegible]
222 CPa GCy O:Anti-men [illegible]
223 CPa GCy D:Anti-men [illegible]
224 CPa KBu 1:Paragon [illegible]
225 CPa JCa 1:Hellraiser [illegible]
226 CPa JCa Hellraiser [illegible]
227 CPa JCa Lord Claw [illegible]
228 GTu JCa R:M. Manhunter [illegible]
229 AKu JCa Mars invades [illegible]
230 AKu JCa Ronald Reagan [illegible]
231 AKu KBu JSA [illegible]
232 AKu KBu Crime Syndicate [illegible]
233 CPa GCy B:New JLA [illegible]
234 CPa GCy Overmaster [illegible]
235 CPa GCy O:Steel [illegible]
236 CPa GCy The Cadre [illegible]
237 CPa GCy In JSSR [illegible]
238 CPa GCy Superman [illegible]
239 CPa GCy D:Ox [illegible]
240 MSe KBu old JLA story [illegible]
241-242 GTu GCy Amazo [illegible]
243 [illegible]
244 [illegible] GCy Crisis,JSA [illegible]
245 [illegible] GCy Crisis [illegible]
246 [illegible]
247 LMc GCy original HQ [illegible]
248 LMc GCy Junior [illegible]
249 LMc GCy diseased [illegible]
250 [illegible] J:Batman 3.00
251 [illegible]
252 LMc GCy Despero [illegible]
253 LMc GCy O:Despero [illegible]
254 [illegible] Despero [illegible]
255 [illegible] O:Gypsy [illegible]
256 [illegible] JDe Adam [illegible]
257 LMc JDe Q:Zatanna [illegible]
258 [illegible]
259 [illegible]
260 [illegible]
261 [illegible]
262 LMc JDe O:Vixen 4.00
ANNUAL 1 RHo PLe Dr. Destiny [illegible]
ANNUAL 2 CPa GCy new line-up 4.00
ANNUAL 3 RHo DMi Crisis, Red Tornado changes 3.50

JUSTICE LEAGUE TASK FORCE

DC COMICS (1993-current)

1 w/membership card,Tyranny Gun 2.50
2 Tyranny Gun,p2 [illegible]
3 SVe DMi p3,vs Blitz [illegible]
4 GMs CDi Gypsy vs. Lady Shiva 2.00
5 Knightquest The Search,p1,G Arrow,Gypsy,8. Tiger,join B Wayne in search for Robin's dad 2.50
6 K'quest:TheSearch,p3,vs Santa [illegible] 2.00
7 SVe PDa League of heroines [illegible]
8 [illegible] 2.00
9 GRa JLo New Blood vs Wildman .50
10 SVe Purification Plague,p1 [illegible]
11 SVe Purif. Plague,p2 [illegible]
12 SVe p3,vs Aryan Brigade [illegible]
13 SVe [illegible]
14 SVe MWd Judgment day,p5, a JLmember dies [illegible]
15 SVe MWd Aftershocks,p7 .50

JUSTICE LEAGUE

DC COMICS (1987)

1 LSz Flash 2.25
2 LSz Black Canary [illegible]
3 LSz Green Lantern [illegible]
4 LSz Hawkman [illegible]
5 LSz Flash & Hawkman [illegible]
6-8 LSz full team [illegible]

REG. SERIES (1982-1983)

[illegible]

KAMANDI

DC COMICS (1972-1978)

1 Jack Kirby art 1&O:Kamandi 30.00
2 JKi 18.00
3-6 JKi 12.00
7-12 JKi 9.00
13-24 JKi 6.00
25-31 JKi 3.00
32 dbl size JKi 4.00
33-40 JKi 3.00
41-58 3.00
59 Jim Starlin art [illegible]

KAMANDI

DC COMICS (1993)

1 FGo TVe Elseworlds mini-series 1.75
2-4 1.75
5 FGo TVe Kamandi & ancient Superman vs Mother Machine 1.75
6 FGo TVe [illegible] 1.75

KA-ZAR

MARVEL (1970-1971)

1 rep Daredevil #10,Jncanny X-Men #24 11.00
2 GTu JSg Angel rep DD #12-13 9.00
3 rep Amazing Spider-Man #57 8.00

2ND SERIES (1974-1977)

1-20 2.00

3RD SERIES (1981-1984)

1-34 2.00

GUNS OF THE SAVAGE LAND

GN New Savage Land 8.95

Ninjak #5 Dr. Silk's interest in Orb Industries prompts Ninjak to warn Arc of impending danger, leading to the obligatory Ninjak vs. X-O conflict

© DC Comics

KID ETERNITY

DC COMICS (1991)

1 DFe GMo O:Kid Eternity 6.00
2 DFe GMo O:Kid Eternity 6.00
3 DFe GMo O:Kid Eternity 6.00

2ND SERIES (1993-current)

1-4 SPI ANo Vertigo series 1.95
5 SPI ANo teams w/ Neal Casady 1.95
6 SPI ANo enters TV airwaves 1.95
7 SSc ANo Fetish's party 1.95
8 SSc ANo 1.95
9 SSc ANo escape from asylum. 1.95
10 SSc ANo 1.95
11 SSc ANo encounters new drug 1.95
12 SSc ANo vs Tekla & Jackson .. 1.95
13 SSc ANo quest for normalcy ... 1.95
14 SPh ANo quest for 5 evil men .. 1.95
15 SPh ANo visits Ricketts 1.95

KILLER INSTINCT

IMAGE

1 Tour Book,unsigned 6.00
1A signed by artists/writers 45.00

KILLFRENZY

MARVEL

1 1:Killfrenzy 1.95
2 mad rush for Castle Madspike .. 1.95

KILLPOWER: THE EARLY YEARS

MARVEL (1993)

1 CNo MWb foil-embossed cover 2.95
2 CNo MWb Codename:Genetix .. 1.75
3-9 ..... 1.75

KINDRED

IMAGE (1994)

1 BBt JLe/BCh secrets about Grifter & Backlash revealed,w/ card ... 3.00
2 BBt JLe/BCh island of mutants .. 1.95
3 BBt JLe/BCh B'lash vs Lynch ... 1.95
4 BBt JLe/BCh final issue,w/coup for JLe print 2.50

KING ARTHUR & THE KNIGHTS OF JUSTICE

MARVEL (1993-1994)

1 new K. Arthur,humor series 1.25
2-5 ..... 1.25

KING CONAN

MARVEL (1980-1983)

1 JBu 3.00
2-11 ..... 2.50
12-19 ..... 2.25
becomes Conan The King

KITTY PRYDE AND WOLVERINE

MARVEL (1984-1985)

1 AMi CCI off to Japan 7.50
2 AMi CCI Ninja Kitty 7.50
3 AMi CCI Wolvie vs Kitty 5.00
4 AMi CC, honor restored 5.00
5 AMi CCI Kitty vs Ogun 5.00
6 AMi CCI Wolvie vs Ogun 5.00

KNIGHTHAWK THE PROTECTOR

CONTINUITY (1993-current)

1 NAd 1 Knighthawk 2.50
2 NAd part of KH's origin revealed. vs the Manufactured Man 2.50
3 1:Norman,the manufactured man 2.50

KOBALT

DC COMICS (1994-current)

1 Kobalt takes son as sidekick 1.75
2 1.75
3 Page's training continues 1.75

KREE-SKRULL WAR

MARVEL (1983)

1 reprints Avengers #93-94 3.50
2 [illegible] 3.50

KRYPTON CHRONICLES

DC COMICS (1981)

1 CSw EBr pre-Crisis history .50
2 CSw EBr revolt of Krypton .25
3 CSw EBr Supergirl .25

KULL

MARVEL (1971-1978)

1 ..... 5.00
2-10 ..... 3.50
11-29 ..... 3.00

2ND SERIES (1982-1983)

1 2 ..... 2.50

3RD SERIES (1983-1985)

1 ..... 1.25
2-10 ..... 1.00

LADY DEATH

CHAOS! COMICS (1994-current)

1 SHu BPu LD's early years w/Evil Ernie,chromium cvr 15.00
2 SHu BPu renounces humanity ... 3.50
3 SHu BPu trapped w/father 2.75

WWWAY TWOW

1 lame poses (not!) by var's artists 2.50

LAST AMERICAN

MARVEL (1990-1991)

1 MMh AGr post-WWII 2.75
2 MMh AGr New York 2.50
3 MMh AGr Despair 2.50
4 MMh AGr new hope 2.25

LAST DAYS OF THE JUSTICE SOCIETY

DC COMICS (1986)

1 DRo RTh 3.00

THE LAST ONE

DC COMICS (1993)

1 DSw JDm 1:Myrwann 2.50
2 DSw JDm flashback to 1920's .. 2.50
3 DSw JDm 2.50
4 DSw JDm Myrwann sent into Victorian era 2.50
5 DSw JDm 2.50
6 DSw JDm Myrwann's struggle 2.50

LAWDOG

MARVEL (1993-1994)

1 FHy CDI 1:Lawdog,'Lina 2.50
2-5 ..... 1.95
6 vs Dr. Freen & the Cleanies 1.95
7 ..... 1.95
8 w/ Heavy Hitters card 1.95
9-13 ..... 1.95

LAWDOG VS. GRIMROD (1993)

1 one-shot,w/card 3.50

LAW OF DREDD

FLEETWAY/QUALITY

1 ..... 3.00
2 ..... 2.50
3-28 ..... 2.25
29-32 ..... 2.00
33 ..... 1.95

LEGACY

MAJESTIC (1993-current)

1 enhanced cover 2.50
2 ..... 2.50
3 heroes sent to Venture island 2.50
4 SPr Legacy must sacrifice h'self 2.50
5 Lunar Battle,p1 ..... 2.50
6 Lunar Battle,p2 ..... 2.50

LEGENDS

DC COMICS (1986-1987)

1 JBy JOs 3.00
2 JBy JOs 2.50
3 JBy JOs 1 Suicide Squad 2.00
4-5 JBy JOs 2.00
6 JBy JOs 1 New JLA 5.00
TPB reprints mini-series 8.95

LEGENDS OF THE DARK KNIGHT

DC COMICS (1989-current)

1A EHa DOn Shaman, p1 O:Batman,yellow cover 6.00
1B blue cover 6.00
1C [illegible] cover 6.00
1D [illegible] 6.00
2 [illegible] p2 Cult of Chubala 3.75
3 [illegible] p3 [illegible] 3.00
4 [illegible] attacked 3.00
5 [illegible] 2.25
6 [illegible] 3.50
7 [illegible] Wayne 2.75
8 [illegible] 2.75
9 [illegible] 2.75
10 [illegible] 2.25
11 PGu DMi [illegible] Catwoman vs [illegible] Strange 5.00
12 PGu DMi p2 Catwoman 4.25
13 PGu DMi p3 vs Catwoman [illegible] 4.00
14 PGu DMi p4 Catwoman, Batman drugged 3.25
15 PGu DMi p5 D Night Scourge, Catwoman Hugo Strange [illegible] 3.00
16 RBr DOn venom p1 Batman takes [illegible] and alte ing steroids 10.00
17 RBr DOn p2 Batman addicted 10.00
18 RBr DOn p3 goes cold turkey 10.00
19 RBr DOn p4 vs Staycroft 10.00
20 RBr DOn p5 D Staycroft 10.00
21 BSe MWb Faith, p1 2.00
22 BSe MWb p2 Batman cult 2.00
23 BSe MWb p3 2.00
24-27 2.00
28 MWa MWa Faces p1 Two-Face 2.00
29 MWa MWa p2 Two-Face 2.00
30 MWa MWa p3 Two-Face 2.00
31 BAn JHu Alfred kidnapped 2.00
32 TSa JRo Blades, p1 1:Mister Lime 1 Cavalier 2.00
33 TSa JRo p2 Mister Lime 2.00
34 TSa JRb p3 vs Cavalier 1.75
35-45 1.75
46 RHe DMo Heat p1 Catwoman Catman. 1.75
47 RHe DMo p2 Catwoman vs Catman 1.75
48 RHe DMo p3 vs Catman 1.75
49 RHe DMo p4 vs Catman 1.75
50 BBI DOn early encounter w/Joker,pin-up gallery by var's artists,foil-enh'd cvr,double sz 5.00
51-53 1.75
54 MMi 1.75
55-57 MMh CDi Watchtower,p1-3 1.75
58 teams w/Gordon vs terrorists 1.75
59 Quarry,p1,KO The Search 1.75
60 Quarry,p2 1.75
61 Bruce captured by Asp 1.75
62 KnightsEnd,p4 1.75
63 BKi DOn KnightsEnd,p10,climax in Batcave 1.75
ANNUAL 1 JAp/KGi DOn Joker 3.95
ANNUAL 2 3.50
ANNUAL 3 MMn/LMc/GMi DOn 3.50
ANNUAL 4 JSo BAu/MWd 3.50
HALLOW'N SPECIAL 1 die-cut cvr vs Scarecrow 5.95

COLLECTED LEGENDS OF THE DARK KNIGHT

SC reprints popular story arcs ... 12.95

GOTHIC

TPB rep #6-10 ..... 12.95

FREY

TPB rep #11-15 ..... 12.95

INFINITY

TPB rep LODK #1-5 ..... 12.95

VENOM

TPB rep LODK #16-20 ..... 12.95

LEGENDS OF THE WORLD'S FINEST

DC COMICS (1994-current)

1 DBn WSt Superman & Batman team up,foil-embossed cvr,PF ... 4.95
2 DBn WSt vs Tullus,S. Banshee 4.95
3 DBn WSt B'man saves both men 4.95

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L.E.G.I.O.N.

DC COMICS (1989-current)

L.E.G.I.O.N. '89

1 BKi KGi vs Colu 5.00
2 BKi KGi Colu freed 4.00
3 BKi KGi Lobo,vs Starr (the human form of Colu's computers) 5.00
4 BKi KGi vs Lobo,Strata's body cracked 4.75
5 BKi KGi J:Lobo 4.75
6 BKi KGi Cairn,D:Bek's father ... 4.75
7 BKi KGi Stealth kills Vrt Dox, Stealth revealed to be pregnant 4.75
8 BKi KGi 1:Marij'n,Lobo loses power to replicate,Lyrissa Mallor becomes leader of LEGION .. 4.50
9 BKi KGi 1:Phase 4.00
10 BK KGi R:Dox,Lobo vs Dox 4.00

L.E.G.I.O.N. '90

11 BKi KGi Emerald Eye,Starr conquers Talok 3.75
12 BK KGi Eye joins with Bek 3.50
13 BK KGi 1:Lydea Mallor,Lady Quark,LEGION vs Eye 3.75
14 BK KGi Lydea tortured. 1 Dragon Ra (cameo) 4.00
15 BK KGi 1 Telepath,Bek insane Lydea Mallor now called Lydea Darkstar 1 Dragon Ra (full) 4.00
16 BK KGi Lobo vs Dragon Ra, Lady Quark,Captain Comet 1 Valor 3.75
17 JFe AGr 3.50
18 JFe AGr 3.25
19 JFe AGr 3.00
20 JFe AGr 2.50
21 JFe AGr O:Lyrissa Mallor 3.00
22 JFe AGr LEGION vs Starr 2.25

L.E.G.I.O.N. '91

23 JFe AGr O:R.J. Brande 2.25
24 RPr 2.50
25 BK, AGr Lobo vs Khunds 2.25
26 BK AGr LEGION vs Khunds 2.25
27 BK, AGr Comet & Marij'n in love,Stealth in labor 2.25
28 KGi KGi Stealth gives birth 2.25
29 BK, AGr J:Captain Comet 2.25
30 BK, AGr R:Stealth 2.25
31 BK, AGr War of the Gods, Captain Marvel vs Lobo 2.25
32-34 BK, AGr 2.25

L.E.G.I.O.N. '92

35 BK, AGr Captain Comet vs Dox,1 Ronzin Daark & team 2.00
36 BK, AGr R:Lobo,Max G'odd 2.00

© Marvel

Nova #7 Rich Rider is taught by an alternate timeline Rich Rider how to master the Nova-Force, Rage deals with slave traders in Africa, and Firestar deals with some witches in Salem.

WIZARD PRICE GUIDE

37 BK AGr HQ invaded 2.00
38 LMd AGr Lobo vs Iceman 2.25
39 BK AGr vs Max Godd 2.00
40-41 BK 2.00
42 BK murder mystery 2.00
43 BK Yertsan-Beta 1.75
44-45 BK 1.50
46 Hal Jordan 1.50

L.E.G.I.O.N. '93

47 BK Lobo vs H. Jordan 1.50
48 BK 1.75
49 BK MWd D Stealth 1.75
50 BK MWd vs Ig nal 3.50
51-54 BK MWd 1.75
55 BK MWd video vs Shadow Beast 1.75
56 BK MWd The Masked Avenger 1.75
57 BK MWd T G Lantern 1.75
58 BK MWd Darkstars vs G Corps.O March 1.75
59 BK MWd 1.75
60 MWd vs Phantom Riders Phase becomes traitor 1.75
61 MWd Dox's party 1.75

L.E.G.I.O.N. '94

62 mystery of Dox & Stealth's true revealed 1.75
63 Lobo's pal,Superman 1.75
64 Mr B experiments on Stealth 1.75
65 vs Brain Bandit,Stealth changes 1.75
66 Stealth develops secret ID 1.75
67 1.75
68 traitor revealed, what's next 1.75
69 secrets of Phase's past revealed Dox begins to lose control 1.75

ANNUALS

ANN AL 1 Superman X-over 4.50
ANNUAL 2 MMr AG Armageddon 2001 LEGION OF D LEGION 2.95
ANNUAL 3 Eclipso 2.95
ANNUAL 4 Bloodlines p23 1 Part 3.50

LEGIONNAIRES

DC COMICS (1992-current)

1-3 CSp TBm MBm 1.25
4 CSp TBm MBm vs Empress 1.25
5 CSp TBm MBm Fatal Firebrand 1.25
6 CSp TBm MBm vs Fatal Fire 1.25
7 Ann TBm MBm in Atlantis Dome 1.25
8 CD TBm MBm 1.25
9 TBm MBm and Quantum 1.25
10 TBm MBm Kid Psychic Kono 1.50
11 TBm MBm Kid Quantum 1.50
12 TBm MBm K. Psychic Live Wire vs Saturn Girl 1.50
13 FF TB MBm Cos Boy's tale 1.50
14 TBm MBm vs Ambulance 1.50
15 TBm MBm Mime vs Brainiac 1.50
16 CGr MWd time travel story 1.50
17 CG MWd End of an Era p1 1.50
ANNUAL 1 PPe MWd Elseworlds story 2.95

LEGIONNAIRES 3-4

DC COMICS (1996)

1 ECo KG Saturn Girl Cosmic Boy and Lightning Lad 3.75
2 EC KG vs Time Trapper 3.00
3 ECo KG vs Time Trapper 3.00
4 ECo KGr vs Time Trapper 2.75

LEGION OF SUBSTITUTE HEROES

DC COMICS (1985)

1 KGr PLe 1.50

LEGION OF SUPER-HEROES

DC COMICS (1973)

1 6.00
2-3 3.00
4 2.75

2ND SERIES (1980-1984)
previously Superboy and the L.O.S.H

259 5.50
260-270 3.25
271-284 1.75
285-286 3.50
287 KGr 5.00
288-294 KG PLe 3.00
295-299 KG PLe .25
300 KG PLe 3.00
301-303 KGr PLe .25
ANN AL 1 2.50
ANN AL 2,3 2.25
becomes Tales of the L.O.S.H

3RD SERIES (BAXTER) (1984-1989)

1 KGr PLe Leg Trapper Wars 4.00
2 KG PLe vs Ag Sys 2.00
3 SL PLe vs Ag Sys 2.00
4 SL PLe Final Quest 2.00
5 SL PLe Nemesis Kid 2.00
6-11 SL PLe 2.00
12 SL PLe Superboy 2.00
13 SL PLe 2.00
14 SL PLe & Sensor Girl Quest 2.00
15 GLa PLe 2.00
16 Crisis 2.00
17 O.Legion 2.00
18 Crisis 2.00
19-20 2.00
21-22 1.75
23 Superboy 1.75
24 Fatal Fire 1.75
25 IR Sensor Gir 1.75
26 O:Sensor Gir 1.75
27-28 1.75
29 vs Starfinger 1.75
30 D:Rond Vidar 1.75
31 1.75
32-35 The Universe Project 1.75
36 GLa PLe R Cosmic Boy 1.75
37 GLa PLe Legion 10.00
38 GLa PLe D Cosmic boy 1.75
39 GLa PLe Cosmic Boy 1.75
40 GLa PLe 1 new Starfinger 1.75
41 GLa PLe 1.75
42-43 GLa PLe Millennium vs Laurel Kent 1.75
44 GLa PLe 1.75
45 GLa PLe Crisis aftm 30th anniv 3.00
46-49 GLa PLe Legion 1.75
50 KG PLe O Time Trapper 2.50
51-56 KG PLe 1.75
57-58 KG PLe vs Emer Empress 1.75
59 KG PLe 1.75
60-61 KG PLe Mag Wars 1.75
62 KG PLe O Magnetic Kid 1.75
63 KG PLe Final Issue 1.75
ANN AL 1 Who shot Laurel Kent? 3.00
ANN AL 2,3 2.75

4TH SERIES (1989-current)

1 KG PLe R Cosmic Boy 3.00
2 KG TBm/MBm R Cosmic Boy Kono 2.50
3-5 KG TBm/MBm 2.50
6 KG TBm/MBm Laurel Gand 2.25
7 KG TBm/MBm 2.25
8 KG TBm/MBm O:Legion 2.50
9 KG TBm/MBm O Gand 2.50
10-11 KG TBm/MBm 2.50
12 KG TBm/MBm 1st Shadowmare 2.50
13-20 KG TBm/MBm 2.25
21-24 KG TBm/MBm Quest Darkness D Gand 2.25
25 DAL BMR R.O.L.DSH 2.25
26 JPn KG O:KIN 2.00
27 JPn KG 2.00
28 JPn KG Boy 2.00
29 JPn KG Monica Sade 2.00
30 JPn KG Suba 2.00
31 JPn KG Terra Mosaic,Shvaughn changes gender 1.75
32-33 1.75
34 R:Sun Boy,T Wolf preview 1.75
35 1.75
36 JPs TBm Sade kills Bounty 1.75
37 JPs TBm MBm 1.75
38 JPn KGr earth blows up 1.75
39 Sim TBm/MBm New Earth 1.75
40 Sim TBm/MBm 1.75
41 CSp TBm/MBm 1.75
42-44 1.75
45-47 Sim TBm/MBm vs Mordru & resurrected heroes 1.75
48 Mysa vs Mordru 1.75
49 Mark Fater Lad story vs Evillo 1.75
50 TBm/MBm two stories,vs B.I.O.N.,double-sized 3.50
51 Sim TMw R:K. Shakespeare 1.75
52 Sim TMw spotlight on T Wolf 1.75
53 Sim TMw new Fire vs Griffith 1.75
54 Sim TMw earth goes underground 2.95
55 Sim TMw vs Prime 1.75
56 Sim TMw R Suicide Squad 1.75
57 Sim TMw vs Planets Academy Wound experiments 1.75
58 Sim TMw Weber's World war 1.75
59 Sim TMw Weber's World war 1.95
60 End of an Era,p3 1.95
ANN AL 1 3.50
ANN AL 2 3.50
ANNUAL 3 BPe TBm new Timber Wolf Nuff about Lad 3.50
ANNUAL 4 Sim TBm MBm Blood Jammin 3.50
ANNUAL 5 Elsewhere's tale 3.50

GREAT DARKNESS SAGA (1989)

TPB reprints Legion Annual 17.95

LEGION ARCHIVES

1 HC reprints 39.95
2 HC reprints 39.95
3 HC reprints 39.95

LEGION OF THE NIGHT

MARVEL (1991)

1 WP SGe 1 Legion 5.00
2 WP SGe 5.00

LEONARDO

MIRAGE (1986)

1 TMN 11.00

LETHAL FOES OF SPIDER-MAN

MARVEL (1993)

1 DF vs Dr Octopus several others 1.75
2 DF Dr Octopus Answer 1.75
3 DF vs Dr Boomerang Answer Hat 1.75
4 DF 1.75

LETHARGIC COMICS

ALPHA PRODUCTIONS

1 Rev Mike Allred ads 2.50

LIGHTNING COMICS PRESENTS

LIGHTNING (1994-current)

1 Wa Party Greatest 3.50

THE LION KING

MARVEL (1994)

1 SMr RWe adapt'n of Disney film 2.50

LITA FORD

ROCK-IT COMICS (1993)

1 3.95

LOBO

DC COMICS

MINI-SERIES (1990-91)

1 SB KG Ms Lobo 5.50
1A 2nd Print 3.50
2 SB AG Chainsaws 5.50
3 SB AG Time 5.50
4 SB AG Ms Lobo 5.50

SERIES (1993-current)

1 foil-enhanced "zipper" cover 3.50

2 vs Council of Dons 2.00
3 1.75
4 vs Kamikaze Biker Babes 1.75
5 tries to kill Bounty Hound 1.75
6 rides w Bum across space 1.75
7 arrangement gone wrong 1.75
8 face-to-face with worst enemy 1.95
ANN AL 1 Bloodlines p Lady 3.50
ANNUAL 2 Elseworlds stories 3.50

A CONTRACT ON GAWD (1994)

1-2 KDw AGr 1.75
3 KDw AGr 1.75
4 KDw AGr 1.75

IN THE CHAIR (1994-current)

1 AGr MEm what the heck is crazed barbers bad hair day? 1.95

BLAZING CHAIN OF LOVE (1992)

1 DCw KG AGr .50

CONVENTION SPECIAL (1993)

1 KGr goes to comic book con 1.75

GREATEST HITS

TPB reprints 12.95

INFANTICIDE (1992-1993)

1-4 KGr AG 1.50

LOBOCOP (1994)

1 MEm AGr subject of experiment 1.95

LOBO: THE LAST CZARNIAN

TPB reprints mini-series, sketch and pin-up pages 9.95

PARAMILITARY X-MAS SPECIAL (1991)

1 KG SB Lobo vs Santa 2.30

PORTRAIT OF A VICTIM (1993)

1 1.75

SLIPCASE PACKAGE

set of three books 29.87

LOBO'S BACK

DC COMICS (1992)

1 SB KG D Lobo 1 Lod 3 covers 3.00
2 SB KG Lobo's a woman 2.00
3 SB KG Lobo's a squirrel 1.50
4 SB KGr 1.50

LOBO'S BACK'S BACK (1993)

TPB reprints entire mini series, Direct Market only $3 9.95

LOBO: UNAMERICAN GLADIATORS

DC COMICS (1993)

1-4 game on Mondo Cano 1.75

LOGAN'S RUN

MARVEL (1977)

1 GPe 1.25
2-5 GPe 1.25
6 MZe Thanos & Drax 20.00
7 GPe 1.25

LONE WOLF AND CUB

FIRST (1987-1990)

1-2 FM covers 7.00
3-10 FM covers 4.00
11-41 3.00
42-47 3.50

Page #11.2 Tired of being taken advantage of, the new "tough" Prime goes rogue during a night on the town.

LONGSHOT

MARVEL (1985-1986)

1 AAd ANo 1:Longshot 13.00
2 AAd ANo 1:Ricochet Rita 10.00
3 AAd ANo 1:Mojo 1:Spiral 9.00
4 AAd ANo Spider-Man 9.00
5 AAd ANo 1:Quark 9.00
6 AAd ANo Mojo,double sz 10.00
TPB reprints #1-6 ..... 16.95

LOONEY TUNES

DC COMICS (1994-current)

1 adven's of Warner Bros char's.. 1
2 Bugs vs Daffy 1.50
3 wild baseball game 1
4 Ducko Polo 1
5 Wile E Coyote (super genius) meets Marvin Martian in space 1

LOOSE CANNONS

MARVEL

1 MHn DAl female wing of Warheads:Death's Head II 2.50
2 MHn DAl on hostile world 2.50
3 MHn DAl 2.75

LOST IN SPACE

INNOVATION (1991-1993)

1 ..... 3.50
2-5 ..... 2.75
6 JGc TCo strength in unity 2.50
7 DDa/DDy MGa Don's Dilemma 2.50
8-12 ..... 2.50

PROJECT ROBINSON (1993-current)

1 Maureen Robinson 2.50
2 Prof. John Robinson 2.50

ARRIVAL

1 Robinsons reach Alpha Centauri, bagged w/card,cardstock cover w/gold foil-stamped logo,poster 4.95
1A regular edition,bagged w/card, silver foil-stamped cover 2.95
2 MDu BMm 2.50
3 MDu BMm crew split into 3 teams 2.50

LYNCH MOB

CHAOS!COMICS (1994-current)

1 paramilitary force in grim future.. 2.50

MACHINE MAN

MARVEL (1978-1981)

1 ..... 2.50
2-17 ..... 1.50
18 Alpha Flight 4.00
19 1:Jack-o-Lantern (later becomes Hobgoblin II) 18.00

MINI-SERIES (1984-1985)

1 HTr BSm TDe 2.50
2 BSm 1:Iron Man 2020 (cameo) 3.00
3 BSm 1:Iron Man 2020 (full) 4.00
4 BSm TDe vs. Iron Man 2020 ..... 2.00

MACHINE MAN 2020 (1994-current)

1 reprints 1984 mini-series 2.00

MACK BOLAN: THE EXECUTIONER

INNOVATION (1993-current)

1 DPd/LPe 1:Mack Bolan,black over-cover w/red foil enhancem't,JJu poster 3.95
1A Kimdura/Tyvek cover w/metallic ink logo 3.50
1B cardstock cover by JJu, w/gold & red foil logo 2.95
2 DPd/LPe Bolan returns home 2.50
3 DPd/LPe 2.50
4 DPd/LPe battle w/Mafia ends 2.50
5 DPd/LPe 2
6 DPd/LPe in Southern California. 2.50
7 DPd/LPe 2.50
8 DPd/LPe vs DiGeorge family 2.50

MAD DOG

MARVEL (1993-1994)

1-6 from CBS TV show "Bob" flip book w/both sides of MD. 1.25

MADMAN

TUNDRA (1992)

1 MAl 6.50
2 MAl 5.00
2A 2nd printing 3.95
3 MAl 4.50

THE ODDITY ODYSSEY

SC reprints issues #1-3,spot varnish cover,flip act'n corners 9.95

MADMAN ADVENTURE

TUNDRA (1992-1993)

1 MAl 4.50
2 MAl 3.50
3 MAl 2.95

MADMAN COMICS

DARK HORSE (1994-current)

1 MAl vs the Ravers 2.95
2 MAl robots in Buzztown 2.95

MAGE

COMICO (1984-1986)

1 MWa 11.00
2 MWa 8.00
3-5 MWa 5.00
6 MWa Color Grendel 18.00
7 MWa 7.00
8-14 MWa 4.00
15 MWa 5.50

MAGIK

MARVEL (1983-1984)

1 JBu CC Illyana in limbo 2.75
2 RFr CCl D:evil Nightcrawler 2.25
3 RFr CC New Mutants 2.25
4 RFr CC Belasco defeated 2.25

MAGNETO

MARVEL (1993)

0 giveaway,regular edition 5.00
0A Gold Edition 45.00
0B Platinum Edition 85.00

MAGNUS: ROBOT FIGHTER

GOLD KEY (1963-1977)

1 1&O:Magnus 275.00
2 ..... 140.00
3-4 ..... 110.00
5-6 ..... 80.00
7-12 ..... 60.00
13-21 ..... 35.00
22 reprints origin. 35.00
23-24 ..... 35.00
25-28 ..... 30.00
29-46 reprints 10.00

MAGNUS: ROBOT FIGHTER

VALIANT (1991-current)

0 PCu JSh trading card, send-away version, O:Rogue Robots 80.00
0A available in stores,w/o card 30.00
1 BLa JSh Steel Nation p1 ..... 30.00
1A coupon cut out 17.50
2 BLa JSh S.Nation p2 ..... 25.00
2A coupon cut out 13.50
3 BLa JSh S.Nation p3 ..... 20.00
3A coupon cut out 10.00
4 BLa JSh S.Nation p4,Ral 15.00
4A coupon cut out 9.00
5 BLa JSh 1:Rai 24.00
5A coupon cut out 15.50
6 BLa JSh 15.00
6A coupon cut out 7.50
7 BLa JSh 1:X-O armor 11.00
7A coupon cut out 7.50
8 ..... 11.00
8A coupon cut out 7.00
9 ECo LHi Xyrkol Trilogy p1 ..... 7.00
10 MMo DMi p2,vs Xyrkol 7.00
11 MMo JSh p3,pardoned 7.00
12 GMa FPe 1:Turok (Valiant version),giant size 75.00
13 ECo JSh Asylum Saga p1 ..... 4.00
14 ECo JSh D:Grand One 4.00
15 ECo RSt Unity vs Talpa 4.00
16 Unity,ch12 ..... 4.00
17 vs Talpa 4.00
18 R:Mekman 4.00
19 vs Synchrons 4.00
20 ECo FPr Magnus' youth 4.00
21 JBk JOs new direction 6.00
21A Gold 40.00
22 JBk JOs Magnus vs Malevs 3.00

23 JBk JOs Magnus vs Malevs 2.25
24 JBk JOs 1:Rai [illegible] 2.25
25 JBk [illegible] cover [illegible] 2.95
26 [illegible] Magnus 2.95
27 [illegible] 2.25
28 [illegible] 2.25
29 [illegible] 2.25
30 [illegible] 2.25
31 [illegible] 2.25
32 [illegible] 2.25
33 [illegible] 2.25
34 [illegible] 2.25
35 [illegible] 2.25
36 [illegible] 2.25
37 TBe [illegible] Day,p1 final assault on Malev Emperor 2.25
38 TBe [illegible] has another son 2.25
39 JCf TBe 1 Torque as adult 2.25
40 JCf TBe Torque visits Rai 2.25
41 Chaos Effect-Epsilon,p4 ..... 2.25

MAGNUS ROBOT FIGHTER/NEXUS

VALIANT/DARK HORSE (1993-current)

1 SRu MBo Val./Dk Horse x-over 3.25
2 SRu MBo fight to free North Am 2.95

MALIBU ORIGINS

MALIBU

1 spotlight on Ultraverse books 0.99

MAN-BAT

DC COMICS (1975-1976)

1 Batman 6.00
2 Batman 5.00
SPECIAL 1 vs Batman 3.75

MAN OF STEEL

DC COMICS (1986)

1 JBy JBy full figure cover 1&O:post-Crisis Superman 4.00
1A JBy JBy chest shot cover 4.00
2 JBy JBy 1:new Lois Lane 1.75
3 JBy JBy Batman 1.75
4 JBy JBy 1:new Lex Luthor 1.75
5 JBy JBy 1:new Bizarro 1.75
6 JBy JBy Kryptonian heritage 1.75
TPB reprints #1-6 ..... 12.95
TPBA reprints #1-6,less expensive edition 7.50

MAN OF WAR

MALIBU (1993-current)

1 from The Protectors,Newsstand 1.95
1A Direct Mkt. Ed.,w/poster 2.50
2 in Cuba,Ferret 1 Bombardier,Newsstand. 1.95
2A Direct MKt. Ed,w/poster 2.50
3 teams w/ the Lift,Newsstand 1.95
3A Dir. Mkt.,poster 2.50
4 vs his doctor,Newsstand 1.95
4A Dir. Mkt.,poster 2.50
5 Killinger,Direct Mkt.,poster 2.25
5A Newsstand,w/o poster 1.95
6 O:Man of War,teams w/R. Ranger vs Killinger,Genesis x-over 2.25
7 DJu cover Genesis x-over 2.25
8 Rocket Ranger returns 2.25
9-12 ..... 2.25

MAN-THING

MARVEL (1974-1975)

1 ..... 15.00
2 ..... 8.00
3 Foolkiller 9.00
4 Foolkiller 5.00
5-10 ..... 3.00
11-22 ..... 3.00
GIANT SIZE 1 ..... 5.00
GIANT SIZE 2-3 ..... 3.00
GIANT SIZE 4-5 Howard the Duck 5.00

MANTRA

MALIBU (1993-current)

1 TDo MWb 1:Lukasz & Warstrike, bagged ed.,w/Ultraverse card 4.50
1A unbagged edition,w/o card 1.95
1B hologram edition 50.00
1C Ultra-limited/foil edition 30.00
2 TDo MWb Lukasz vs Warstrike 3.00
3 TDo MWb vs KismetDeadly 2.50
4 TDo MWb Mantra's wedding, Rune story,w/coup. for Rune #0 ..... 2.50
5 TDo MWb meets Al Baker 1.95
6 TDo MWb Break-Thru x-over 1.95
7 TDo MWb Prime saves Mantra 1.95
8 MWb Warstrike,vs Notch 1.95
9 MWb 1.95
10 TDo MWb Archimage Quest,p1 w/Ultraverse Première #2 ..... 3.50
11 RPh MWb Wives of Boneyard 1.95
12 concl'n of team-up w/Strangers 1.95

MARCUS ARENA

AXIS COMICS (1994)

1 future gladiator games in space .. 1.95

MARILYN & JFK SPECIAL

REVOLUTIONARY (1994)

The secret love story revealed! 5.00

THE MASK

DARK HORSE (1993-current)

1 BRd MWb 2.50
2 BRd MWb goes to Archon's rally 2.50
3 BRd MWb plot to aid Helda 2.50
4 BRd MWb 2.50

MARS ATTACKS

TOPPS (1994)

1 CAd KGi Martians invade,story based on 1950's card set 2.95
2 CAd KGi 2.95

MARSHAL LAW

MARVEL (1987-1989)

1-6 KOn PMs 3.50

FEAR & LOATHING

TPB rep #1-6 ..... 14.95

MARSHAL LAW

DARK HORSE

SUPER BABYLON(1992)

1 KOn PMs 4.95

MARTHA WASHINGTON GOES TO WAR

DARK HORSE (1994-current)

1 DGb FMi vs Fatboy Burger Corp. 2.95
2 DGb FMi 2.95

MARVEL ADVENTURE

MARVEL (1975-1976)

1-6 reprints Daredevil books 1.00

MARVEL & DC PRESENT

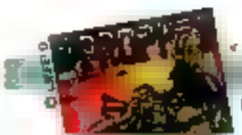
MARVEL/DC COMICS (1982)

1 WSi CCi X-Men & Teen Titans vs Dark Phoenix & Darkseid 17.00

MARVEL CHILLERS

MARVEL (1975-1976)

1 1:Modred the Mystic 4.00
2 2nd Modred appearance 4.00
3 O:Tigra 2.00
4-7 ..... 1.50



PROPHET #33 Attempting to ascertain the origin of Prophet, Ragnarok officials use virtual reality techniques to trigger his memories.

WIZARD PRICE GUIDE

MARVEL COLLECTORS' ITEM CLASSICS

MARVEL (1965-1969)

1 ..... 50.00
2 ..... 30.00
3-6 ..... 25.00
7-12 ..... 15.00
13-21 ..... 10.00
22 final issue 12.00
becomes Marvel's Greatest Comics

MARVEL COMICS PRESENTS

MARVEL (1988-current)

1 JBu CCl Wolverine,S.Surfer Shang-Chi,Man-Thing 11.00
2 JBu CCl Wolverine,Captain, Shang-Chi,Man-Thing 6.00
3 JBu CCl Wolverine Thing Shang-Chi,Man-Thing 5.00
4 JBu CC Wolverine Thor Shang-Chi,Man-Thing 5.00
5 JBu CC Wolverine,DD Shang-Chi,Man-Thing 4.50
6 JBu CC Wolverine,Hulk, Shang-Chi,Man-Thing 4.00
7 JBu CC Wolverine,Namor Shang-Chi,Man-Thing 4.00
8 JBu CC Wolverine, Iron Man, Shang-Chi,Man-Thing 4.00
9 JBu CCl Wolverine,Cloak, El Aguila,Man-Thing 4.00
10 JBu CCl Wolverine,Colossus, Machine Man,Man-Thing 4.00
11 JBu CCl Colossus,Slag, Ant Man,Man-Thing 2.75
12 RLe ANo Colossus,Hercules, Namorita,Man-Thing 2.75
13 RLe ANo Colossus,Shanna Black Panther,FF 2.75
14 RLe ANo Colossus,Nomad, Speedball,Black Panther 2.75
15 RLe ANo Colossus,Red Wolf, Marvel Girl ,Black Panther 2.75
16 RLe ANo Colossus,Ka-Zar Longshot,Black Panther 2.75
17 RLe ANo Colossus,Cyclops, Watcher Black Panther 2.50
18 RL JBy BHa JBy Cyclops, She-Hulk,Black Panther 2.50
19 RL BHa Cyclops,Dr.Strange, 1 Damage Control 3.00
20 RL BHa Cyclops,Clea Dr Strange,Black Panther 2.00
21 RL BHa Cyclops,Paladin Thing,Black Panther 2.00
22 RL BHa Cyclops,Starfox Wolfsbane & Mirage 2.00
23 RL BHa Cyclops,Falcon Black Panther Wheels 2.00
24 RL BHa Cyclops,Havok Shamrock,Black Panther 2.00
25 RBu HMa Havok 1 Nth Man,Jrsa Major 2.50
26 RBu HMa Havok 1 Cold Blood Black Panther 2.00
27 RBu HMa Havok,Cold Blood American Blood 2.00
28 RBu HMa Havok Cold Blood,Black P 2.50
29 RBu HMa Cold Blood Havok & Wolverine 2.50
30 RBu HMa Cold Blood,Jex Havok & Wolverine 2.50
31 RBu HMa Havok,Excalibur Cold Blood,Black P 2.50
32 TMc/ELa MHi Excalibur, Sunfire,Cold Blood 2.00
33 ELa MHi Excalibur,Namor Cold Blood,Black Panther 2.00
34 ELa MHi Excalibur Cold Blood,Captain Am 2.00
35 ELa MHi Excalibur Her Cold Blood,Black P 2.00
36 ELa MHi Excalibur Helicat Black Panther 2.00
37 ELa MHi Excalibur Devil Slayer,Black P 2.00
38 ELa MHi Excalibur Wolverine,Hulk 4.50
39 JBu MWo Wolverine Spider-Man,Hercules 4.00
40 JBu MWo Wolverine, Wonder Man Hercules 3.50
41 JBu MWo Wolverine Freedom Force,Hercules 3.00
42 JBu MWo Wolverine Union Jack,Wonder Man 2.50
43 JBu MWo Wolverine,Siryn Iron Man,Wonder Man 2.50
44 JBu MWo Wolverine,Puma Dr Strange,Wonder Man 2.50
45 JBu MWo Wolverine,Hulk Shooting Star 2.50
46 JBu MWo Wolverine Namor Devil Slayer 2.50
47 JBu MWo Wolverine,Sinbad Captain America 2.50
48 ELa ELa Wolverine,Wasp, Spider-Man,Storm 5.50
49 ELa ELa Wolverine, DD, Gladiator,Spider-Man 5.50
50 ELa ELa Wolverine,SpM Silver Surfer,Cap. Ultra 6.25
51 RLd RLd Wolverine Iron Man,Wild Child 5.00
52 RLd RLd Wolverine Hulk Wild Child,Comet Man 5.00
53 RLd RLd Wolverine Wild Child,Silver Sable 5.00
54 DRo MHi Wolverine,Hulk Shroud,Werewolf 7.00
55 DRo MHi Wolverine,Hulk, Stingray,Collective Man 7.00
56 DRo MHi Wolverine,Hulk Stingray Speedball 7.00
57 DRo MHi Wolverine,Hulk Namor Black Cat 7.00
58 DRo MHi Wolverine,Hulk, Iron Man Werewolf 7.00
59 DRo MHi Wolverine,Namor Punisher,Hulk 7.00
60 DRo MHi Wolverine,Hulk Scarlet Witch,Poison 7.00
61 DRo MHi Wolverine,Hulk Dr Strange,Poison 7.00
62 PRy DZl Wolverine,Poison Deathlok,Scarlet Witch 8.00
63 PRy DZ Wolverine,Thor Scarlet Witch,Poison 2.00
64 MTe HMa Wolverine Ghost Rider Blade 4.00
65 MTe HMa Wolverine Ghost Rider Starfox 3.25
66 MTe HMa Wolverine,Thing, Ghost Rider Poison 2.75
67 MTe HMa Wolverine,SpM, Ghost Rider Poison 2.75
68 MTe HMa Wolverine,FF Ghost Rider,Shanna 2.75
69 MTe HMa Wolverine,DD, Ghost Rider S.Surfer 2.75
70 MTe HMa Wolverine,DD, Ghost Rider Black Widow 2.50
71 MTe HMa Wolverine,DD Ghost Rider,Warlock 2.00
72 BSm BSm O:Wolverine, DD,Red Wolf,Shanna 8.00
73 BSm BSm O:Wolverine Namor,Black Knight 5.50
74 BSm BSm O:Wolverine Human Torch,Iceman 5.00
75 BSm BSm O:Wolverine Meggan & Shadowcat 4.50
76 BSm BSm O:Wolverine Death's Head,Shanna 4.00
77 BSm BSm O:Wolverine Namor,Sgt Fury 4.00
78 BSm BSm O:Wolverine, Iron Man Hulk 4.00
79 BSm BSm O:Wolverine, Sunspot, Dr Strange 3.75
80 BSm BSm O:Wolverine, Captain America, FF 3.50
81 BSm BSm O:Wolverine Ant Man 3.50
82 BSm BSm O:Wolverine [illegible] 3.50
83 BSm BSm O:Wolverine Firestar vs Freedom Force 2.50
84 BSm BSm O:Wolverine, Firestar vs Freedom Force 2.50
85 SKi PDa Wolverine 1:Cyber,Beast,Firestar 10.00
86 SKi PDa Wolverine,Beast, Firestar,Paladin 6.00
87 SKi PDa Wolverine,Beast, Shroud,Firestar 6.00
88 SKi PDa Wolverine,Beast, Sons Valegard 6.00
89 SKi PDa Wolverine Moio Beast [illegible] 6.00
90 SKi PDa Wolverine Beast Ghost Rider,Cable 2.25
91 SKi PDa Wolverine,Beast, Ghost Rider,Cable 2.00
92 SKi PDa Wolverine,Beast, Ghost Rider [illegible] 2.00
93 SKi PDa Wolverine,Nova, Ghost Rider,Cable,DD 2.00
94 SKi PDa Wolverine, Ghost Rider,Cable,Nova 2.00
95 SKi PDa Wolverine,Hulk, Ghost Rider,Cable,Nova 2.00
96 SKi PDa Wolverine, Ghost Rider,Cable,Nova 2.00
97 SKi PDa Wolverine, Ghost Rider,Cable 2.00
98 TT [illegible] Chameleon,Ghost Rider 2.00
99 RLd ELa Wolverine, Ghost Rider,Mary Jane 2.00
100 SKi MaDi [illegible] Wolverine,Ghost Rider 3.00
101-104 GCo SLo Dr Strange,G.Rider, Wolverine,Nightcrawler 1.75
105-106 GCo SLo Dr Strange,G.Rider, Wolverine,Nightcrawler 1.50
107 GCo SLo Wolverine,Ghost Rider,Nightcrawler 1.50
108-136 ..... 1.50
137 Ghost Rider vs Masters of Silence Wolverine,.. Fist 1.50
138 CMa ELa [illegible] Spellbound,N'crawler 1.50
139 CMa ELa Wolv.Spellbound 1.50
140 CMa ELa Wolv.Capt. Universe 1.50
141 CMa ELa Wolv Iron Fist, Ghost Rider 1.50
142-143 Ghost Rider 1.50
144-145 Ghost Rider,N'stalkers 1.50
146-149 ..... 1.50
150 The Four Marys,anniv issue 1.50
151-155 ..... 1.75
156-157 Vengeance,Hawkeye 1.75
158 Phantoms,Shang-Chi 1.75
159 Phantoms,Hawkeye Thing 1.75
160 Hawkeye, New Warriors 1.75
161 Hawkeye New Warriors 1.75

MARVEL FANFARE

MARVEL (1982-1992)

1 MGo CCl Spider-Man/Angel 10.00
2 PSm CC Spider-Man/Ka-Zar 10.00
3-4 X-Men 7.00
5-59 ..... 2.50
60 DCo WSi Black Panther [illegible] 2.50

MARVEL FEATURE

MARVEL (1971-1973)

1 1&0 Defenders 70.00
2 Defenders 37.00
3 Defenders 37.00
4 ..... 15.00
5-9 ..... 9.00
10-11 ..... 8.00
12 ..... 9.00

2ND SERIES (1975-1976)

1 B:Red Sonja 4.00
2-6 ..... 2.00
7 Conan 2.00

MARVEL GRAPHIC NOVEL

MARVEL

1 D:Captain Marvel 25.00
2 Elric 10.00
3 Dragonlance 12.00
4 1&0:New Mutants 17.00
4A-B 2nd-3rd prints 5.95
5 X-Men God Loves, Man Kills.. 14.00
5A-D 2nd-5th prints 9.95
6 Star Slammers 8.00
7 Killraven 7.00
8 Super Boxers 8.00
9 Futurians 11.00
10 Heartburst 8.00
11 Void Indigo 10.00
12 Dazzler 12.00
13 Starstuck 7.00
14 Swords of the Swashbucklers 7.00
15 Raven Banner 8.00
16 Alpha Flight 6.00
17 Revenge of the Living Monolith 8.00
18 She-Hulk 9.00
19 Conan 6.00
20 Vampire 6.00
21 She-Wolf 6.00
22 Spider-Man 11.00
23 Dr Strange 6.00
24 Alien Legion 9.00
25-26 ..... 6.00
27 Avengers 6.00
28 Conan 6.00
29 Thing vs Hulk 6.00
30 Sailor's Story 6.00
31 Wolfpack 6.00
32 Death of Groo 16.00
33 Thor 6.00
34 Cloak & Dagger 6.00
35 Shadow vs Hitler 10.00
36 Willow movie adaptation 7.00
37 Hercules 7.00
38 Silver Surfer 12.00

MARVEL MASTERPIECES

MARVEL (1993)

1-4 pin-ups by Jiu 2.95

MARVEL MASTERWORKS

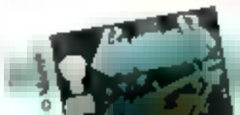
MARVEL (1994-current)

1 reprints MMI card art, w/ triptych centerspread 2.95
2 reprints MMII card art 2.95

MARVEL MASTERWORKS

MARVEL

1 Spider-Man #1-10 ..... 34.95
2 Fantastic Four #1-10 ..... 34.95
3 X-Men #1-20 ..... 34.95
4 Avengers #1-10 ..... 34.95
5 Spider-Man #11-20 ..... 34.95
6 Fantastic Four #11-20 ..... 34.95
7 X-Men #11-21 ..... 34.95
8 Hulk #1-6 ..... 34.95
9 Avengers #11-20 ..... 34.95
10 Spider-Man #21-30 ..... 34.95
11 Hulk #7-10 ..... 34.95
12 Hulk #11-19 ..... 34.95
13 Fantastic Four #21-30 ..... 34.95
14 Tales to Astonish 34.95
15 Silver Surfer #1-5 ..... 34.95
16-19 ..... 34.95
20 Iron Man 34.95



Pennies #91 The Punisher pursues a drug-running South American general but finds him protected by the Red Condors, a group of elite mercenary bodyguards.

21-22 ..... 34.95
Monster Masterworks (TPB) 12.95
Spider-Man Masterworks SC 12.95
X-Men All-New All-Diff. MW's SC 12.95

MARVEL PREMIERE

MARVEL (1972-1981)

1 Him now called Adam Warlock .50.00
2 Warlock 27.00
3 ..... 30.00
4 ..... 1.00
5-7 ..... 9.00
8 JSt 9.00
9 ..... 9.00
10 ..... 5.00
11-14 ..... 5.00
15 1:Iron Fist 55.00
16 O:Iron Fist cont'd 25.00
17-24 Iron Fist 13.00
25 JBy Iron Fist 20.00
26-27 ..... 6.00
28 Leg'n of M'sters (w/G. Rider) 15.00
29-49 ..... 4.00
50 Alice Cooper 10.00
51-61 ..... 3.00

MARVEL PRESENTS

MARVEL (1975-1977)

1 ..... 7.00
2 ..... 5.00
3 B Guardians of the Galaxy 25.00
4-12 ..... 7.00

MARVELS

MARVEL (1993-current)

0 ARo KBu companion to series 2.95
1 ARo KBu Marvel universe in eyes of a spectator 11.00
2 ARo KBu W Mr Fan'c,, Woman 10.50
3 ARo KBu heroes vs Galactus 7.50
4 ARo KBu Spider-Man focus 5.00

MARVEL SPOTLIGHT

MARVEL (1971-1977)

1 Redwolf 32.00
2 1&O Werewolf 35.00
3-4 Werewolf 16.00
5 1:Ghost Rider 140.00
6-8 Ghost Rider 50.00
9-11 Ghost Rider 40.00
12 Son of Satan 30.00
13-22 Son of Satan 9.00
22 Son of Satan G. Rider 9.00
23-24 Son of Satan 9.00
25 Sinbad 9.00
26 Scarecrow 9.00
27 Sub-Mariner 9.00
28-29 Moon Knight 11.00
30 Warriors Three 5.50
31 Nick Fury 5.50
32 1 Spider-Woman 6.00
33 ..... 1.00

MARVEL SUPER-HEROES

MARVEL (1966)

1 Marvel one-shot 60.00

2ND SERIES (1967-1982)
Previously Fantasy Masterpieces

12 1:Captain Marvel 100.00
13 Captain Marvel 55.00
14 Spider-Man 85.00
15-16 ..... 14.00
17 HPu RTh Black Knight II O:Black Knight I & Camelot 14.00
18 1:Guardians of the Galaxy 65.00
19-20 ..... 14.00
21-31 ..... 7.00
32-105 reprints 2.00

3RD SERIES (1990-current)

1 Spring, Moon Knight,Magik 3.50
2 Summer, Iron Man,Rogue 2.95
3 Fall, Hulk,Captain Marvel 2.95
4 Winter SpiderMan,DD 2.95
5 Spring, She-Hulk,Thor 2.95
6 Summer X-Men vs Sentinels 2.95
7 Fall, X-Men vs Sentinels 2.95
8 Winter X-Men,Iron Man 2.95
9 Spring, Iron Man,Thor 2.50
10 Summer S'tooth 2.50
11-12 ..... 2.50
13-14 ..... 2.75
15 Volstagg,Thor,Iron Man 2.75

1992 HOLIDAY SPECIAL (1992)

1 ..... 2.95

1993 HOLIDAY SPECIAL(1993)

1 Hulk,She-Hulk,Sp-Man,pin-ups 2.95

MARVEL TALES

MARVEL (1964-current)

1 Reprints O Spider-Man 225.00
2 rep. O:X-Men 7.00
3 rep. 1:Human Torch 4.00
4-5 ..... 20.00
6-8 ..... 12.00
9 ..... 18.00
10 ..... 12.00
11-32 ..... 7.00
33 ..... 5.00
34-105 ..... 4.00
106 reps. 1 Punisher 10.00
107-136 ..... 2.00
137 reps. Amaz'g Fantasy #15 ..... 7.00
138 reps. Amaz. Spider-Man #1 ..... 6.00
139-151 ..... 2.00
152 ..... 5.00
153-208 ..... 2.00
209 reps. 1 Punisher 3.00
210-224 ..... 4.50
225-226 ..... 6.50
227-229 ..... 2.00
230-249 ..... 1.75
250-253 ..... 1.25
254-257 ..... 1.00
258-276 ..... 1.25
277 reps. 1:Silver Sable (Amaz. Spider-Man #265) 1.25
278-281 reps. Amaz'g #268-#271 ..... 1.25
282 ..... 2.25
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51 Gambr 1.75
52-54 1.75
55 SPi vs Sunstrike 26.00
56 SPi vs Seth the Immortal 3.00
57 SPi [illegible] Crusade epilogue 10.50
58 4.00
59 D:Bloodline 3.50
60 SPi final issue D:Moon Knight 6.50
SPECIAL 1 2.50

DIVIDED WE FALL (1992)
1 DCw Bu Bushman 4.95

© MARVEL

MORBIUS #17

MORBIUS

MARVEL (1992-current)
1 RWa LKa 4.00
2-5 RWa LKa 3.00
6-10 RWa LKa 1.75
11 RWa Nightstalkers 1.75
12 RWa Midnight Massacre,p4. "Darkhold Envelope" cvr 2.25
13 RWa R:Martine 1.75
14 RWa Martine,D'Spayre N wolf by Night 1.75
15 Ghost Rider 1.75
16 Siege of Darkness,p5 1.75
17 1.75
18 vampire worshippers,Deathlok 1.75
19 Deathlok vs the Wrath 1.75
20 trees Bloodthirst 1.75
21 Dance of the Hunter,p1 1.95
22 Dance,p2,Spider-Man 1.95
23 p3,Spider-Man,Slaughter 1.95
24 Basilisk returns 1.95

MORBIUS REVISITED

MARVEL (1993)
1 FRo DMo reprints Adventures into Fear #27 1.95
2 FRo DMo reps Adv into F #21 1.95
3 DHe BMa reps Fear #29 1.95
4 BMa reprint of Fear #30 1.95
5 final issue 1.95

MOTORHEAD SPECIAL

DARK HORSE
1 3.95

[illegible]

MARVEL (1992-1993)
1 GFk GMa Marvel JK title 1&D:Motormouth 3.00
2 GFk GMa 1:Killpower 2.00
3-12 1.75

MOTORMOUTH & KILLPOWER

MARVEL
1 Marvel JK title,Death's Head II green foil-stamped cvr 2.50
2 Deaths Head II 1.75
3-6 1.75

MR. MONSTER VS THE NAZIS FROM MARS

ATOMEKA
1 MGi GFr 4.95

MS. T AND THE T-FORCE

NOW (1993-current)
1 NAd PSt Direct Mkt.,bagged w/foil-stamped card,1 T-Force 1.95
1A newsstand,bagged w/card 1.95
1B signed gold edition 30.00
2 NAd PSt Dir Mkt.,bagged w/gold foil-stamped card 1.95
2A newsstand,bagged w/card 1.95
3 NBi MBo Dir Mkt.,bagged w/gold foil-stamped card 1.95
3A newsstand,bagged w/card 1.95
4-6 both versions 1.95
both versions,vs crime school 1.95
8 both versions battle with crime school ends 1.95
9 both versions T-Force framed 1.95
10 both versions 1.95
11 assassination plot both vers'ns 1.95

MS. MARVEL

MARVEL (1977-1979)
1 JBu GCy 1:Ms. Marvel 5.00
2 JBu GCy O:Ms Marvel 1:Destructor 4.00
3-8 3.00
9 KPo CCl 1 Deathbird 5.00
10-12 3.00
13-15 2.00
16 JMo CCl 1:Mystique 5.00
17-22 2.00
23 final issue 2.00

MS. MYSTIC

PACIFIC (1982-1984)
1 O:Ms. Mystic 6.00
2 1:Urth 4 4.00

DEWTHINITY

1ST SERIES
1 reprints Pacific series #1 4.00
2 reprints Pacific series #2 3.25
3 2.75
4-9 2.50

2ND SERIES
1 Deathwatch 2000 p6,w/card, Fusion Dot Stereogram cover 2.50
2 D'watch 2000 p12,vs T-Rex, bgd w/2 cards,wraparound cvr 2.50
3 DW 2000 p18,Highperion Spanng Ting,bgd w/card, wraparound tyvek cover 2.50

3RD SERIES (1993-current)
1 2.50
2 Rise of Magic tie-in,cover w/emb'd demon enhacem't & "arcane parchm't" paper 2.50
3 2.50
4 Rise of Magic tie-in,Shaman 2.50
5 link to mystic dimens'n revealed 2.50
6 R. of Magic,Shaman 2.50
7 back to lul pwr,in c'trol of Magic 2.50
8 secrets of Ms Mystic revealed, prelude to Omergal'c war epic 2.50
9 P2,more secrets revealed 2.50

GREATEST ADVENTURE

DC COMICS (1955-1964)
1 675.00
2 350.00
3-6 250.00
7-12 165.00
13-18 125.00
19 100.00
20-21 Kirby art 100.00
22-24 100.00
25-27 75.00
28 Kirby art 125.00
29-40 70.00

SAVAGE DRAGON #9... Dragon must stop a mind-controlled SuperPatriot "single-handedly," and right before he scores with Rapture, Dragon's hand regenerates

WIZARD PRICE GUIDE

41-51 ..... 35.00
62 first 12-cent issue 35.00
63-79 [illegible]
80 BPr ADr 1:Doom Patrol 1:General Immortus 300.00
81 BPr ADr Doom Patrol 100.00
82 BPr ADr IR-Chief 100.00
83 BPr ADr Negative Man 100.00
84 BPr ADr R:G. Immortus 100.00
85 BPr ADr monsters becomes Doom Patrol 100.00

MYS-TECH WARS

MARVEL (1993)

1-3 ..... 1.75

MYSTERY IN SPACE

DC COMICS (1951-1981)

1 work by Frazetta 1,600.00
2 ..... 600.00
3-6 ..... 500.00
7-12 ..... 400.00
13-18 ..... 225.00
19 ..... 250.00
20-24 ..... 200.00
25-30 ..... 150.00
31-52 ..... 125.00
53 B:Adam Strange 900.00
54 ..... 300.00
55 ..... 200.00
56-60 ..... 125.00
61-71 ..... 80.00
72 1st 12-cent issue 85.00
73-74 ..... 60.00
75 Justice League 175.00
76-80 ..... 60.00
81-86 ..... 45.00
87 Hawkman 150.00
88-89 Hawkman 110.00
90 Hawkman (pre-H'kman #1) 110.00
91 ..... 20.00
92-103 Space Ranger 25.00
104-110 ..... 10.00
111-117 (1980 series) 3.00

THE MYSTERY MAN

DC COMICS (1994)

HC JMu GMo psychol'l mystery 19.95

THE 'NAM

MARVEL (1986-1993)

1 MGo DMu 4.00
2-12 ..... 3.00
13-51 ..... 2.00
52 Punisher 3.00
52A 2nd print. Blue 1.75
53 Punisher 2.50
54-74 ..... 1.75
75 double size 2.25
76-78 ..... 1.75
79-81 WVa DLo Beginning of the End,TET offensive story 1.75
82-83 WVa DLo 1.75
84 ASc DLo final issue 1.75

NAMOR

MARVEL (1990- current)

1 JBy JBy Sub-Mariner 5.00
2 JBy JBy Griffin 4.50
3 JBy JBy Griffin 4.25
4 JBy JBy Fantastic Four 3.50
5 JBy JBy F.F.,Iron Man 3.50
6 JBy JBy 3.25
7 JBy JBy 2.50
8 JBy JBy 1 Headhunter 1.75
9 JBy JBy Headhunter 1.75
10-11 JBy JBy 1.75
12 JBy JBy Invaders 1.75
13 JBy JBy 1.75
14-15 JBy JBy Griffin 1.75
16 JBy JBy Punisher 1.75
17 JBy JBy Super Skrull 1.75
18 JBy JBy Punisher 1.75
19 JBy JBy 1.75
20-22 JBy JBy 1.75
23 JBy JBy Wolverine,R:Iron Fist 2.50
24 JBy JBy Iron Fist,Dr Strange, Wolverine 2.50
25 JBy JBy O:Iron Fist,Wolverine 2.50
26 JAl JBy 1 Jae Lee Namor 10.00
27 JAl JBy vs Namorita 7.25
28 JAl JBy Iron Fist 6.25
29 JAl JBy Namorita 5.00
30 ..... 4.50
31 Dr Doom 4.00
32 ..... 1.25
33 JAl BHa Doom,Iron Fist 1.25
34-37 ..... 2.00
38-40 ..... 1.25
41 SMs JKa returns to US War Machine 1.25
42 SMs BHa confronts Phoebe Marrs,new Stingray 1.25
43 MWy RTh vs Stingray 1.25
44 future story told in verse: "Rime of the Ancient Sub-Mariner" 1.25
45 vs Atlanna & Sunfire 1.25
46 Starblast x-over,new Triton 1.25
46 ..... 1.25
47 Starblast p5 Tamara,Tig. Shark 1.25
48 Starblast p9,Fant. Four 1.25
49 Valentine's Day issue 1.25
50 affair w/Susan Richards, silver/transparent cvr,dbl sz 2.95
50A regular cvr edition 1.75
51 GIs GHd search for ship 1.50
52 GIs GHd search p2 ..... 1.50
53 GIs GHd Namor's son born 1.50
ANNUAL 1 ..... 2.00
ANNUAL 2 JFr RMz Return of the Defenders p2 ..... 2.25
ANNUAL 3 RMz 1 Assassin Iron Fist,bagged w/card 2.95
ANNUAL 4 MDa KB Hydra plot 2.95

NEW ADVENTURES OF SPEED RACER

NOW (1993-current)

1-3 ..... 1.95
4 Speed vs Racer X for World Cup 1.95
5 OLo SSu Cup Chall'ge continues 1.95
6 ..... 1.95
7 Carl bean house adventure 1.95

NEW ADVENTURES OF SUPERBOY

DC COMICS (1980-1984)

1-54 ..... 1.25

NEW GODS

DC COMICS (1971-1978)

1 Jack Kirby art 35.00
2 JKi 18.00
3 JKi 15.00
4-6 giant sz JKi 15.00
7-9 giant sz JKi 10.00
10-11 JKi 8.00
12-19 JKi 4.00

NEWMEN

IMAGE (1994-current)

1 ESp JMs 1 Newmen, vs Elemental 1.95
2 ESp JMs 1.95
3 ESp JMs 1.95

NEW MUTANTS

MARVEL (1983-1991)

1 BMc CCl O:Karma 10.00
2 BMc CCl Brood Queen, Sebastian Shaw vs Sentinels 6.50
3 BMc CC 1 Demon Bear vs Brood Queen 4.50
4 SBu CCl child abuse story 4.50
5-6 SBu CCl Silver Samurai, Viper,Team America 4.50
7 SBu CCl Karma missing, 1 Axe X-Men cameo 4.50
8 SBu CC 1 Lady Amara 4.50
9 SBu CCl 1 Nova Roma,1 Selene 4.50
10 SBu CCl 1:Amara as Magma, vs Selene 4.50
11 SBu CCl Selene defeated 4.00
12 SBu CCl J:Magma 4.00
13 SBu CCl 1:Douglas Ramsey Kitty Pryde 4.00
14 SBu CCl J:Magik,vs Belasco X-Men 4.00
15 SBu CCl W Queen,K Pryde 4.00
16 SBu CCl 1 Thunderbird II, 1:Hellions,W Queen 6.00
17 SBu CCl vs Hellions,S. Shaw 4.00
18 BSi CCl 1 new Warlock,1 Magus B:Demon Bear saga,Rachel 12.00
19 BSi CCl Demon Bear p2 Starjammers 4.00
20 BSi CCl D:Demon Bear 4.00
21 BSi CCl O&J Warlock J:Cypher(D Ramsey),dbl sz 12.00
22 BSi CCl Selene joins Hellfire Club,X-Men 3.50
23 BSi CCl Cloak & Dagger Colossus,Magneto,Sunspot 3.50
24 BSi CC O:C&D Magneto 3.50
25 BSi CCl 1:Legion(in preview), Cloak & Dagger,Rogue 3.50
26 BSi CCl 1:Legion(in story) 3.50
27 BSi CCl vs Legion 3.50
28 BSi CC O:Legion 3.50
29 BSi CCl 1:Guido(Strong Guy), Magneto,vs Gladiators 4.25
30 BSi CC R:Karma,Dazzler, Beyonder cameo 3.50
31 BSi CC vs Karma,Shadowcat 3.50
32 SLa CCl vs Karma 3.25
33 SLa CCl Storm,vs Karma 3.25
34 SLa CCl vs Amahl Farouk, J:Karma Storm 3.25
35 BSi CCl Magneto becomes new team leader 3.25
36 BSi CCl Beyonder,K Pryde 3.25
37 BSi CCl Beyonder kills New Mutants She-Hulk cameo 3.25
38 RLe CCl R-N. Mutants,Magneto closes Xavier's school,Hellions 3.25
39 KPo NM's join Hellions,WO 3.25
40 JGu CCl NM's return to school Avengers vs Magneto
41 JGu CCl Mirage 3.25
42 JGu CCl Dazzler 3.25
43 vs Empath 3.25
44 JGu CCl vs Legion 3.25
45 JGu CC suicide/prejudice story, & D Larry Bodine 3.25
46 JGu CC Mutant Massacre 3.25
47 JGu CC 3.25
48 JGu CC future story 3.25
49 future story 3.25
50 JGu CC double sz vs Magus. R:Professor X 3.25
51-52 ..... 3.25
53 vs Hellions 3.25
54-55 ..... 3.25
56 vs Hellions 3.25
57 1&J:Bird-Boy 3.25
58 mutant registration form,B-Boy 3.25
59 BBl JSi Fall of the Mutants, vs Dr Animus 3.25
60 BBl JSi Fall of the Mutants 2.75
61 BBl JSi Fall of M's D Cypher 2.75
62 Magma,Hellions 2.75
63 Magik,X-Men 2.75
64 R:Cypher 2.75
65 vs Freedom Force 2.75
66 vs Fo ge 2.75
67-70 BBl JSi 2.75
71 BBl JSi Inferno vs N'astirh 2.75
72 BBl JSi Inferno 2.75
73 Int Magik loses powers,dbl sz 2.75
74 1 X Terminators 2.50
75 JBy vs Magneto Black King 4.00
76 J:X-Terminators 2.75
77 vs Mirage 2.75
78 vs Freedom Force 2.75
79 vs Hela 2.75
80-83 Asgard 2.75
84 Queen Ula 2.75
85 Liefeld cvr,vs Mirage 5.50
86 RLd LSi Acts of vengeance 1 Stryfe (cameo),Cable promo 15.00
87 RLd LSi 1 Cable,1:MLF, 1 Stryfe(full),Freedom Force 40.00
87A 2nd print 1.00
88 RLd LSi Cable vs Freedom Force,Archangel 15.00

89 RLd LSi J:Cable,From Force 10.00
90 RLd LSi Sabretooth vs Caliban,new costumes 10.00
91 RLd LSi Sabretooth vs Caliban,Morlocks 10.00
92 BHl DZl vs Skrulls,fill-in story 5.00
93 RLd LSi Wolv,Sunfire,1 Sumo 1:Dragoness,1:Kamikaze 10.00
94 RLd LSi Wolverine vs Cable Sunfire vs MLF,Stryfe 10.00
95 RLd LSi D:Warlock, X-Tinction Agenda p2 ..... 10.00
95A 2nd Printing 4.00
96 RLd LSi X-Factor,X-Men, X-Tinction Agenda p5 ..... 10.00
97 GYa LSi X-Factor,X-Men, X-Tinction Agenda p8 ..... 10.00
98 RLd FNi 1 Vanessa(as Domino), Deadpool, Gideon 11.50
99 RLd FNi O Sunspot 1 Feral, 1:Shatterstar,J:Warpath 9.00
100 RLd FNi double size. X Force IR Stryfe 10.00
100A 2nd Printing Gold 4.25
100B 3rd Printing,Silver 1.50
ANNUAL 1 1: Lila Cheney 6.50
ANNUAL 2 Mojo 1 Psylocke 1:Meggan 4.00
ANNUAL 3 Impossible Man 4.00
ANNUAL 4 Evolutionary Wars 5.00
ANNUAL 5 Atlantis Attacks 23.00
ANNUAL 6 Days of Future Pres 7.50
ANNUAL 7 early X-Force story 4.00

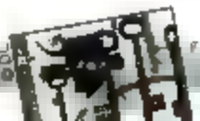
DEMON BEAR SAGA

TPB Reprints 8.95

NEW TEEN TITANS

DC COMICS (1980-1984)

1 GPe MWo 1&O Cyborg, 1&O Starfire 1:Grant Wilson 15.00
2 GPe MWo 1 Deathstroke 1:Wintergreen,1:Grant Wilson as Ravage; O:Ravage 1 Trigon 20.00
3 GPe MWo 1&O Psimon O:Raven,O:Starfire 6.00
4 GPe MWo JLA,O Trigon 8.00
5 CSw MWo JLA vs Gorgon 6.00
6 GPe MWo vs Trigon 4.50
7 GPe MWo O Cyborg,vs Fearsome Five,Titans Tower blueprints 4.50
8 GPe MWo 1 Terry Long 4.50
9 GPe MWo vs Puppeteer 4.50
10 GPe MWo IR Deathstroke O Changeling 10.00
11 GPe MWo 1 the pre-Olympian Titans O the gods 2.75
12 GPe MWo Titans vs gods 2.75
13 GPe MWo Robotman, 1 Warlords of Okaara 2.75
14 GPe MWo Brotherhood of Evil 2.75
15 GPe MWo Robotman,B/Evil 2.75
16 GPe MWo 1 & D Starfire's boyfriend, RAn RTh 1&O Captain Carrot and His Amazing Zoo Crew 2.75
17 GPe MWo demons 2.75
18 GPe MWo O:Starfire 2.75
19 GPe MWo Hawkman 2.75
20 GPe MWo Kid Flash 2.75
21 GPe MWo 1 Brother Blood & his followers, 1:the Monitor GCo MWo 1 Night Force 2.75
22 GPe MWo vs Brother Blood 2.25
23 GPe MWo 1 Adrian Chase 2.25
24 GPe MWo Omega Men 2.25
25 GPe MWo Omega Men 2.25



IF YOU MISSED SANDMAN #60... Remiel, one of the two new rulers of Hell, tries to persuade Lucifer to take his old job back. Lyta Hall, planning to avenge the death of her son, seeks out the Furies.

26 GPe MWo 1 Terra 2.25
27 GPe MWo Speedy 2.25
28 GPe MWo Terra 2 25
29 GPe MWo Brother Blood 1 75
30 GPe MWo J Terra 1 75
31 GPe MWo Raven insane 1 25
32 GPe MWo O:Kid Flash 1 25
33 GPe MWo D Trigent 1 25
34 GPe MWo Deathstroke 6 00
35 KPo MWo Sarah S mms 1 25
36 KPo MWo H v E 1 25
37 GPe MWo Batman 1 75
38 GPe MWo D Wonder Girl. 1 25
39 GPe MWo O:Kid F ash. last Dick Grayson Robin 6 00
40 GPe MWo Brother Blood 1 25
ANNUAL 1 GPe MWo Omega Men 3 75
ANNUAL 2 GPe MWo 1 Adrian Chase as vigilante 3 50
becomes Tales of the Teen Titans

DRUG AWARENESS GIVEAWAY (1983)

1 GPe MWo 1 Protector from the Keebler Co 2 00
2 RAn MWo Protector from American Soft Drinks. 1 50
3 AGe MWo Protector from BM corporation 1.50

2ND SERIES (1984-1988)

1 GPe MWo Raven possessed 5.00
2-4 GPe MWo T rigons 3.00
5 GPe MWo D Trigon 3.00
6 GPe MWo Aqualad 3 00
7 JLo MWo Thia 3.00
8 JLo MWo O:Judith 3.00
9 JLo MWo D:Thia 3.00
10-12 2 00
13 EBa MWo Harbinger 2 00
14 EBa MWo Cr s s 2 00
15 EBa MWo Blackfire 2 00
16 CPa MWo Omega Men 2 00
17 18 vs Blackfire 2 00
19 Wonder Girl vs NightWing 2.00
20 J Robin vs Todd I Orig Titans 2 00
21 vs Cheshire 2 00
22-23 vs Blackfire 2 00
24-25 vs Hybrid 2 00
26-27 2 00
28-29 vs Brothe Blood,Flash 2 00
30-3 Superman,Batman 2 00
32-35 2 00
36 1 Wildebeest 2 00
37 vs Wildebeest 2 00
38 Infinity Inc 2 00
39-40 2 00
41 42 vs Wildebeest 2 00
43-44 2 00
45-46 Drai H' for Hero 2 00
47 O:Titans 2 00
48-49 Red Star 2 00
ANNUAL 1 EHa MWo Superman. Brainiac 1 The Vanguard 2 50
ANNUAL 2 O:B Blood 3 00
ANNUAL 3 I: Danny Chase 2 75
ANNUAL 4 2 50
becomes New Titans

THE JUDAS CONTRACT (1988)

TPB 14 95

THE NEW TICK

NEW ENGLAND COM CS

1 by various artists.writers. 3.25

NEW TITANS

DC COMICS (1988-current)

previously New Teen Titans (2nd)

50 GPe MWo Wonder Girl s story 5.00
51 54 GPe MWo W Girl's story 2 75
55 GPe MWo WG becomes T rota 2 75
56-59 GPe MWo 2 75
60 TGr MWo Lonely Place of Dying 5 00
61 TGr MWo Lonely Place of Dying. 5.00
62-65 TG MWo Deathstroke 2 25
66-69 TG MWo 2 25
70 TGr MWo Deathstroke 2.25
71 TGr MWo Titans Hunt 5.75
72-75 TG MWo T tans Hunt 4 25
76 TGr MWo D:Titans Tower 3.50
77 78 TGr MWo 3 25
79 TGr MWo 1 Team Titans 3.25
80 Team Titans 3.25
81 War of the Gods 3.25
82 TGr MWo Wildebeests 3.25
83 TGr MWo D Jericho 2 25
84 TGr MWo O:Raven 2 25
85 TGr MWo O:Phantasm, Wildebeest child born 2.00
86 TGr MWo Deathstroke vs Nightwing for leadership 2 00
87 LS MWo Nightwing s new costume Superman 2 00
88 TGr MWo vs Team Titans 1 75
89 JBr MWo 1 75
90 TGr MWo Total Chaos p2 Team Titans 1 75
91 TGr MWo Total Chaos p5. Team Titans 1 75
92 TGr MWo Total Chaos p8 Team Titans 1 75
93 Titans Sea-Out 1 75
94-96 Red Star Cyborg 5
97 99 The Darkening,p1 3 1 75
100 p4 db sz vs Raven Nightwing vs Deathwing,Arsena Team Titans Flash,holograp c tpl. cvr,pin ups 3.50
101 BJa MWo O:NWing & S'fire, Arsenal becomes leader 1 75
102 BJa MWo Prestel Jon enters Cyborg s mind 1 75
103 NNa MWo vs fake Brotherhd of Evil 1 75
104 NNa MWo Terminus p1 1 75
105 NNa MWo Terminus p2 1 75
106 NNa MWo p3.R.Cyborg 1 75
107 MWo p4.Cyborg's fate 1 75
108 BJa MWo Starfire's trauma, Supergirl Flash author 1 75
109 BJa MWo Star.re s ritual 1 75
110 BJa MWo Flash Sarge Stee 1 75
111 Bja MWo N'wing searches for Starfire new satellite HQ 1 75
112 Bja MWo settle in new HQ 1 95
113 Bja MWo N'wing reasses relationships w/ Starfire & T tans 1 95
ANNUAL 5-6 3 75
ANNUAL 7 Arm 2001 4 00
ANNUAL 8 Eclipso 3 75
ANNUAL 9 MDa Bloodlines,p5 1.Anima 3 50
ANNUAL 10 SCi MWo Elseworlds 3 50

NEW TWO-FISTED TALES

DARK HORSE (1994)

SPECIAL all-new war stories by various artists 4 95

NEW WARRIORS

MARVEL (1990-current)

1 MBa FNi Avengers 18 00
1A 2nd print 4 25
2 MBa FNi Midnights Fire 13 00
3 MBa FNi Mad Thinker 8.00
4-5 6 00
6 MBa FNi Inhumans 5 00
7 MBa FNi Punisher cameo 5 00
8 MBa FNi Punisher 7 00
9 MBa FNi Punisher 7 00
10 MBa FN White Queen 5 00
11 MBa FN Wolverine 5 00
12 MBa FN Juggernaut 5 00
13 MBa FN Juggernaut 4 00
14 MBa FN Sea Ch rin 3 75
15 MBa FN vs Psionex 3 50
16 MBa FNi Terrax 3 50
17 MBa FNi FF Silver Surfer 3 25
18 MBa FNi Chord 3.00
19 MBa FNi Gideon 2 75
20 MBa FNi Marvel Boy kills his father 2 50
21 MBa FNi Marvel Boy arrested 2.25
22 MBa FNi Darkhawk,Rage, Nothing But The Truth p1 2 00
23 MBa FNi p2,Dragon's Breath 2 00
24 CMa FN p3 D Ta 2 00
25 MBa FNi D Tai Marvel Boy found guilty of manslaughter 2 50
26-34 DRb FNi 1 25
35-36 CB FNi 1 25
37 DRb FN New Warriors families attacked 1 25
38 DRb FNi tie-in w/N Thrasher #11.25
39 DRb FNi Super Nova returns to earth 1 25
40 DRb FNi Direct Market edition, gold foil-enhanced cover 2.25
40A Newsstand ed regular cvr 1 25
41 ..... 1.25
42 search for Supernova 1 25
43 DRb FNi 1.25
44 DRb FNi R-Namorita 1.25
45 DRb FNi [illegible] 1 25
46 DRb FNi [illegible] 1 25
47 DRb FN [illegible] vs Sphinx [illegible] 1 50
48 FNi Time,p4 [illegible]
49 FNi Time p7 [illegible]
50 Time,p8 [illegible] 2 95
50A regular cvr 2 00
ANNUAL [illegible]
ANNUAL [illegible]
ANNUAL [illegible]
ANNUAL [illegible]
ASHCAN 75
TPB [illegible]

NEXUS

FIRST (1983-1991)

1 [illegible] 5 00
[illegible] 4 50
[illegible] 3 75
[illegible] 2 50
50 [illegible] 160 2 25

NEXUS LEGENDS (1989-1991)

[illegible] 2 25
2 23 2 00

NEXT NEXUS (1989)

1 [illegible] 3 00

NEXUS

DARK HORSE

THE LIBERATOR (1992)

1 4 2 50

THE ORIGIN (1992)

[illegible] 3 95

ALIEN JUSTICE (1992-1993)

1 3 1 95

NICK FURY AGENT OF SHIELD

MARVEL (1968-1971)

1 37 00
2 25 00
3 20.00
4-5 18 00
6-7 12 00
8-10 5.00
11 2 4 50
13-14 3 00
15 1&D Bullseye 20 00
6-18 3.00

2ND SERIES (1989-1993)

[illegible] 3.25
2 2 25
3-30 1 50
31 Deathlok 1 50
32 1 75
33 recruits for super-team 1 75
34 G W Bridge 1 75
35 MWy Sco Mad Dog,Ivory Smoke Screen,Assault & Battery 1 75
36-47 75

NICK FURY/WOLVERINE: SCORPIO CONNECTION

HC HCr AGo I:Scorpio II 16 95
SC 14 95

NICK FURY VS SHIELD

MARVEL (1988)

1 PNe BHa Hydra, D:Clay Quartermain 17 00
2 PNe BHa rare 22.00
3 PNe BHa Tony Stark 12 00
4 PNe BHa Madame Hydra 7 50
5 PNe BHa Fury captured 7.50
6 PNe BHa SHIELD disbanded 7 50

NIGHTBREED

MARVEL (1990-1993)

1 3 50
2 3.00
3-6 2 50
7 23 2 25
24-25 2 50
TPB reprints #1-4 9 95

NIGHTCRAWLER

MARVEL (1985-1986)

1 DCo DCo fantasy dimension 5 50
2 DCo DCo vs Shagreen the Sorcerer,Kitty Pryde,Illyana 4.00
3 DCo DCo alternate X-Men 3.00
4 DCo DCo return to Earth 3.00

NIGHTCRY

CRY F D./VISUAL ANARCHY

1 horror anthology 4 95

NIGHT GLIDER

TOPPS (1993)

1 [illegible] RTh 1 Night Glider vs [illegible] Men,bagged w/card 2 95

THE NIGHT MAN

MALIBU (1993-current)

[illegible] Man Deathmask [illegible] #0 coupon 2 50
2 [illegible] 1 95
3 [illegible] SEn vs [illegible] & Mangle 1 95
4 [illegible] vs [illegible] 1 95
5 SEn vs [illegible] 1 95
6 SE 1 95
7 KHi SEn vs werewolf 1 95
8 KHi SEn vs werewolf 95
9 KHi SEn vs werewolf in forest 1 95

NIGHTMARK

ALPHA PRODUCTIONS (1994)

BLOOD & HONOR

1 mini-series starring G King 2 50

MYSTERY SPECIAL

1 Gideon King vs nights,lawn army 2 50

NIGHTSTALKERS

MARVEL (1992-1994)

1 RGa DCh 2 75
2-9 1 75
10 KWo DCh Midnight Massacre, p 'Darkhold Envelope' cvr 2 25
11 13 1 75
14 Siege of Darkness,p1 1 75
15 Siege p9 The Fallen 1 75
16 vs Dreadnought 1 75
17 R Dominii vs Bloodstorm 1 75
18 final issue vs vampire 1 75

NIGHT THRASHER

MARVEL

FOUR CONTROL (MINI-SERIES, 1992-1993)

1-4 DHo FNi 2.00

SERIES (1993-current)

1 MBa FNi New Warriors,multi-level embossed/holographic foil cvr 2 95
2 JSs FNi vs Chagrin 75
3 JSs FNi in Madripoor vs Tiger Tyger & Aardwolf 1 75
4 JSs FNi vs Aardwolf 1 75
5 JSs FNi vs airplane terrorists 1 75
6 JSs FNi Rage s friend attacked 1 75
7 JSs FNi vs Bandit 1 75
8 JSs FNi truth about Bandit 1 75
9 JSs FNi vs Tantrum 1 75
10 JSs FNi vs Iron Man 1 95
11 JSs FNi Time & Time Again,p2 1 95
12 DBo FNi Time,p5 1 95
13 DBo DSi new direction 1 95

NIGHTVENGER

AXIS COMICS (1994-current)

1 Nightvenger vs C-4 & Sniper 1 95
2 Nightvenger vs Michael Scott 1 95

NIGHTWATCH

MARVEL

1 solo book for Spider-Man char prismatic foil/black ink cvr 2 50

SECOND LIFE OF DR. MIRAGE #8... A fading Dr Mirage seeks help in stabilizing his condition and gets it from Sandria, Master Darque's own sister

WIZARD PRICE GUIDE

1A newsstand edition 1.25
2 vs Flashpoint 1.50
3 vs Flpoint & Mechamorph 1.50
4 Nwatch & Warrior vs Gauntlet 1.50
5 Nightwatch vs. Venom 1.50

[illegible]

DARK HORSE (1994)

1 NPa Eisner award-winning artist's [illegible] 2.50

1963

IMAGE (1993)

1 Mystery Inc. 2.50
1 Gold Edition 30.00
2 The Fury 1.95
3 Tales of the Uncanny 1.95
4 Tales from Beyond 1.95
5 Horus:Lord of Light RVe AMo 1.95
6 The Tomorrow Syndicate 1.95

NINJAK #4

© Valiant

NINJAK

VALIANT (1994-current)

1 JQL MMo in mid. of WEBNET Weaponeers war,chromium cvr 5.50
1 Gold edition 50.00
2 JQL MMo vs Dr. Silk.WEBNET 2.50
3 JQL MMo vs Seventh Dragon 2.50
4 MMo secrets of Seventh Dragon Valiant Era II card 2.25
5 MMo Full Metal Jacket,p1,X-O 2.25
6 MMo teams w/X-O Manowar 2.25
7 MMo battles terrorist on plane 2.25
8 Chaos Effect-Gamma,p3 2.25

NO ESCAPE

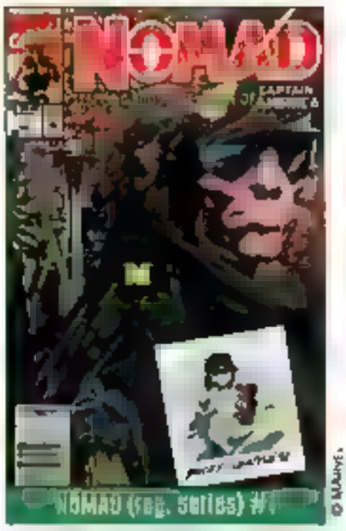
MARVEL (1994-current)

1-2 MHa RSa movie adaptation 1.50
3 MHa RSa movie adaptation 1.50

NOMAD

MARVEL (1990-1991)

1 JF FN vs Captain America 3.00
2 JF FN Super Powers Commission 3.00
3 JF FN drug deals 2.00
4 JF FN Captain America 1.75



NOMAD (reg. series) #1

© Marvel

REGULAR SERIES (1992)

1 SHo FNi gatefold cover 2.00
2-15 1.75
16 RMy FNi Gambit 1.75
17-21 1.75
22 FNi American Dreamers,p1 1.75
23 FNi vs Bart Ingrid & 88 1.75
24 FNi becomes one-man army 1.75
25 FNi final issue 1.75

NORTHSTAR

MARVEL (1994)

1 solo series,aftermath of quitting team 1.75
2 Heather Hudson,Arcade 1.75
3 follows Arcade to Moscow 1.75
4 final issue vs Arcade 1.75

NOVA

MARVEL (1976-1979)

1 JBu MWo 1&O Nova 15.00
2-3 8.00
4 SBu MWo Thor 5.00
5 SBu MWo Tyrannus 4.50
6 SBu MWo 1:Sphinx 5.00
7 SBu MWo Sphinx 4.50
8 SBu MWo 1:Protector 4.50
9 SBu MWo Megaman 4.50
10 SBu MWo 1:Firefly 4.50
11 SBu MWo Sphinx 4.00
12 SBu MWo Spider-Man 4.00
13-21 4.00
22 Cln MWo Comet 3.75
23 Cln MWo O:Comet,O:Dr. Sun 3.75
24-25 3.75

2ND SERIES (1994-current)

1 CMa FNi gold cvr vs Gladiator 2.95
1A standard version 2.25
2 CMa FNi vs Tailhook 1.75
3 CMa FNi Sp.-Man,vs Corruptor 1.75
4 CMa FNi 1 "Nova O:O" 1.75
5 CMa FNi vs new Condor 1.95
6 CMa FNi Time & Time Again,p3 1.95
7 CMa FNi Time & Time Again,p6 1.95
8 CMa Shatterforce 1.95

OFFICER OUTBODY

MARVEL

1 Marvel JK title,Dr. Strange 1.95
2 1.95
3 Dr. Strange 1.95
4-5 1.95

OMAHA THE CAT DANCER

KITCHEN SINK (1986)

0 Reprints Bizarre Sex #9 3.00
1 8.00
2 3.50
3-6 3.25
7-11 2.75
12-17 2.50
18-19 2.95
20 2.95

OMEGA MEN

DC COMICS (1982-1986)

1 KC RSi 2.00
2 KC RSi .50
3 KC RSi 1:Lobo 12.00
4 KC RSi .50

© DC Comics

5 KG RSi Lobo 5.00
6-8 1.25
9 Lobo cameo 5.00
10 Lobo 9.00
11-18 1.25
19 Lobo 6.00
20 O:Lobo 6.00
21-36 1.25
37 SMs TKi Lobo 8.00
38 SMs TKi 1.75

OMEGA THE UNKNOWN

MARVEL (1976-1977)

1 JMo MSs 1:Omega 5.00
2 JMo MSs Electro, Hulk 2.50
3-7 2.00
8 LEi RSi 1 Footkiller,Nitro 5.00
9 JMo SGe Footkiller D:Blockbuster 7.00
10 JMo SGe Dybbuk 2.00

THE ORIGINAL GHOST RIDER

MARVEL (1991-1992)

1 reprints Ghost Rider #68-69 2.25
2 reprints Ghost Rider #70-71 1.75
3-7 Ghost Rider reprints 1.50

2ND SERIES (1992-current)

1 reprints Marvel Spotlight #5 1.75
2 reprints Marvel Spotlight #6 1.75
3-22 1.75
23 1.95

OUR ARMY AT WAR

DC COMICS (1952-1977)

1 750.00
2 400.00
3 300.00
4-6 250.00
7-12 175.00
13 Kingstein work 200.00
14-24 125.00
25-31 100.00
32 1st Code-approved issue 100.00
33-36 85.00
37 [illegible] 75.00
51-60 70.00
61-72 60.00
73-80 50.00
81 1 Sgt. Rock 1000.00
82 Sgt Rock cameo 250.00
83 Kubert work Sgt Rock 350.00
[illegible] 120.00
85 1 & O:Ice Cream Soldier 125.00
86-90 120.00
91 1st all Sgt. Rock issue 325.00
92-96 95.00
97-108 60.00
109-127 35.00
128 O:Sgt. Rock 1[illegible].00
129-139 30.00
140 All Sgt. Rock 20.00
141-150 20.00
151 1:Enemy Ace 00.00
152 5.00
153 Enemy Ace 50.00
154 15.00
155 Enemy Ace 25.00
156-157 15.00
158 1&O Iron Major 20.00
159-163 15.00
164 giant sz 18.00
165-176 15.00
177 giant sz 12.00
178-189 11.00
190 giant sz [illegible]
191-199 [illegible]
200 12.00
201 7.00
202 no Sgt. Rock 2.00
203 giant sz,no Sgt. Rock 3.00
204-215 no Sgt. Rock 2.00
216 giant sz 6.00
217-228 5.00
229 giant sz 6.00
230-239 5.00
240 NAd 6.00
241 5.00
242 6.00
243-260 5.00
261-301 4.50
becomes Sgt. Rock

OUR FIGHTING FORCES

DC COMICS (1954-1978)

1 450.00
2 225.00
3 175.00
4 1st Code-approved issue 175.00
5-6 150.00
7-9 125.00
10 100.00
11-12 100.00
13-18 90.00
19-24 75.00
25-32 60.00
33-38 50.00
39-40 45.00
41 75.00
42-44 50.00
45 B Gunner & Sarge 175.00
46 100.00
47-50 60.00
51-56 30.00
57-62 25.00
63-64 20.00
65 1st 12-cent issue 10.00
66-68 10.00
69-74 9.00
75-80 8.00
81-86 7.00
87-92 6.00
93-128 4.00
129-181 3.00

OUT OF THE VORTEX

DARK HORSE (1993-current)

1-3 Comics G. World spinoff 2.00
4 vs Seekers 2.00
5 teams w/Grace vs 2 Destroyers 2.00
6 2.00
7 Mecha powers up to new levels 2.00
8 Eileen must save Vortex alien 2.00
9 Motorhead 2.00

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THE OUTSIDERS

DC COMICS (1985-1988)

1 JAp MWb 2.00
2 JAp MWb 3.00
3-26 JAp MWb 1.50
27-28 Millenium .50
ANNUAL 1 2.25
SPECIAL 1 1.75

Silver Surfer #93... The Surfer tells the F.F. of the fate of Johnny's old flame and Galactus's former herald Frankie Raye, which causes the Torch to lash out at the Silver Punching Bag.

2ND SERIES (1993-current)
1-ALPHA 1 Technocrat & Faust, TCh cover,D.Looker ... 1.75
1-OMEGA Halo,Katana, & Looker vs vampires TCh cvr,D:Looker ... 1.75
2 escape from Markovia ... 1.75
3 vs Eradicator ... 1.75
4-5 ... 1.75
6 PPe MWb vs Jihad aboard plane 1.75
7 PPe MWb Batman, n Gotham 1.75
8 PPe MWb vs new Batman ... 1.75
9 PPe MWb confronts Faust ... 1.75
10 PPe MWb Final Blood,p1 ... 1.95

OZZY OSBOURNE

ROCK-IT COMICS (1994)
1 MCy TKy ... 3.95

PAGE

IMAGE (1994)
1 JVa battle btw. two groups ... 1.95
2 JVa vs Youngblood ... 1.95
3 JVa Atrocity-the ultimate bad girl 1.95

PARADOX

DARK HORSE (1994-current)
1 solo book for Dark Visions character Joseph M Linsner cvr ... 2.95
2 cover by Boris Vallejo ... 2.95

PENDRAGON II

MARVEL (1992-current)
1 PGa DAt O:Knights,Iron Man ... 1.75
2-12 ... 1.75
13 JMl DAt Death's Head II ... 1.75
14 JRy DAt Death's Head II ... 1.75
15 DAt Death's Head II ... 1.75

PENTHOUSE COMIX

PENTHOUSE COMIX (1994-current)
1 ... 4.95
2 ... 4.95

PERG

LIGHTNING (1993-current)
1 glow-in-dark flip cvr by JSs ... 4.00
2 ... 3.50
3 ... 2.95
4 face-to-face w/Alli ... 2.95
5 Perg & Alli draw closer Corrigan on trail of Dreadwolf ... 2.95
6 ... 2.95
7 race to save Alli Moore ... 2.95
8 Alli dies and Elizabeth is reborn 2.95
9 Elizabeth in Alli's body,searches for Perg 2.95

PHANTOM FORCE

IMAGE (1993)
1 JKl work by vari's artists,w/card 2.50
2 JKl vs Darkfire,Star Slayers ... 1.95

GENESIS WEST (1994-current)
3 MLs MTh JKl cvr ... 2.50
4 MGy MTh JKl cvr,Darkfire vs the Whitestar Knight ... 2.50

PHANTOM STRANGER

DC COMICS (1969-1976)
1 ... 50.00
2 ... 22.00
3 ... 18.00
4 New look (NAd art) ... 20.00
5-6 ... 15.00
7 ... 10.00
8-12 ... 9.00
13-18 ... 6.00
19-22 ... 5.00
23 B:Spawn of Frankenstein ... 8.00
24 Spawn of Frankenstein ... 6.00
25-30 Spawn of Frankenstein ... 5.00
31-38 ... 4.00
39-41 Deadman ... 5.00

THE PHILISTINE

ONE SHOT PRESS (1994-current)
1 1:The Philistine,vigilante,w/coupon 2.50

PHOENIX: THE UNTOLD STORY

MARVEL (1984)
1 JBy CCl Original ending to Uncanny X-Men #137 ... 10.00

PITT

IMAGE (1993-current)
1 DKe 1:Pitt,Timmy ... 5.00
2 DKe ... 1.95
3 DKe vs Zoyvod ... 1.95
4 DKe battle rages on ... 1.95
5 DKe Pitt stands vigil over unconscious Timmy ... 1.95

PLANET OF THE APES

ADVENTURE (1990-1992)
1 DKe cover ... 6.00
1A Limited Edition ... 10.00
2-12 ... 2.75
13-24 ... 2.50

BLOOD OF THE APES
1-4 DGo RMn ... 2.50

SINS OF THE FATHERS
1 ... 2.50

FORBIDDEN ZONE
1-3 ... 2.50

PLASM

DEFIANT (1993)
BINDER 1st printing ... 45.00
BINDER A 2nd printing ... 18.00

for title listing, see Warriors of Plasm

PLASMER

MARVEL (1993-current)
1 double cvr 4 cards,Capt. Amer. ... 2.50
2 Capt. Britain,Black Knight ... 1.95
3 Capt America ... 1.95
4 vs WW II robot,Black Knight ... 1.95
5-6 ... 1.95
7 ... 1.95

PLASTIC MAN

DC COMICS (1966-1977)
1 (1966) ... 50.00
2 ... 25.00
3-6 ... 20.00
7 O:Plastic Man ... 20.00
8-12 (1968) ... 14.00
13-20 (1976) ... 5.00

POWER & GLORY

MALIBU (1994-current)
1 HCh unique look at heroes ... 3.00
1A HCh same book, different cvr ... 3.00
2 HCh ... 2.50
3 HCh Gorski gets angrier ... 2.50
4 HCh Powell and Gorski targeted, w/Bravura Gold Stamp ... 2.50

POWER COMPANY

AXIS COMICS (1994)
1 new team of super-powered teens 1.95

POWER MAN

MARVEL (1974-1978)
previously Hero For Hire
17 ... 11.00
18-20 ... 8.00
21-27 ... 5.00
28-47 ... 4.50
48-49 vs Iron Fist ... 3.50
ANNUAL 1 Punisher app ... 4.00
GIANT SIZE 1 ... 1.25
becomes Power Man & Iron Fist

POWER MAN AND IRON FIST

MARVEL (1978-1986)
previously Power Man
50 J: Iron Fist ... 1.25
51-56 ... 1.25
57 X-Men ... 5.00
58-65 ... 1.25
66 2nd app. Sabretooth ... 45.00

© MARVEL

67-77 ... 1.25
78 Sabretooth Constrictor ... 22.00
79-83 ... 1.25
84 Sabretooth ... 22.00
85-124 MBr JOw ... 1.25
125 MBr JOw O:Iron Fist ... 1.75

THE POWER OF SHAZAM!

DC COMICS (1994)
GN JOr JOr spotlight on Captain Marvel w/ new details ... 19.95

POWER PACK

MARVEL (1984-1991)
1 JBr LSi 1&O:Power Pack ... 3.00
2-18 JB LSi ... 1.50
19 JBr LSi Wolverine ... 10.00
20-26 JBg LSi ... 1.50
27 JBg LSi Sabretooth,Wolverine 12.00
28-45 ... 1.50
46 Punisher ... 5.00
47-52 ... 1.50

HOLIDAY SPECIAL (1992)
1 JBr JSi ... 2.95

DIRECT ALBUM
TPB ... 7.95

PREDATOR

DARK HORSE (1989-1990)
1 CWa MVe 1: Shaefer ... 25.00
1A 2nd print ... 6.00
2 CWa MVe ... 15.00
3 CWa MVe ... 10.00
4 CWa MVe ... 7.00

BAD BLOOD (1993-current)
1 DTm EDo in N.J. Pine Barrens ... 2.50
2 DTm EDo task force's quest ... 2.50
3 DTm EDo Predator vs Predator ... 2.50
4 DTm EDo ... 2.50

BIG GAME (1991)
1 EDo JAr ... 4.00
2-4 EDo JAr ... 2.50
TPB ... 13.95

BLOODY SANDS (1992)
1-2 DBa DBa World War I ... 2.50

COLD WAR (1991)
1-4 RRa MVe Predators in Siberia 3.00

PREDATOR 2 (1991)
1 DBa FHe Movie Adaptation ... 2.50
2 MBr FHe Movie Adaptation ... 2.50

RACE WAR (1993)
0 ... 2.50
1-4 ... 2.50

PREDATOR VS MAGNUS ROBOT FIGHTER

DARK HORSE/VALIANT (1992)
1 LWk JSh ... 6.00
1A Platinum ... 60.00
1B Gold ... 15.00
2 ... 4.00

PRIME

MALIBU (1993-current)
1 NBr GJo/LSz 1:Prime,Prototype, Ultraverse #0 card ... 8.00
1A hologram edition ... 60.00
1C Ultra-limited/foil edition ... 35.00
1 NBr GJo/LSz vs Organism 8, bagged w/Ultraverse card ... 11.00
1 O:Prime,w/Prototype ... 6.00
4 vs Prototype,cover has Prime on top ... 4.50
4A cvr has Prototype on top ... 4.50
4B bagged,Prime on top ... 8.00
4C bagged,Prototype on top ... 8.00
5 vs Maxi-Man,Rune story w/coup 3.00
6 meets Pres. Clinton,Chelsea ... 2.25
7 B-Thru x-over,goes to moon ... 1.95
8 Mantra x-over,p1,vs Father-Thg 1.95
9 starts work'g for Col. Samuels ... 1.95
10 ... 1.95
11 Rogue Prime's adventure ... 1.95
12 Rogue Prime vs H.Ortiz,includes Ultraverse Premiere #3 ... 3.50
13 dbl size vs Kult & Planet Class 2.95

PRIMER

COMICO (1982-1984)
1 ... 7.00
2 1:Grendel ... 60.00
3-6 ... 4.00

PRINCE: THREE CHAINS OF GOLD

DC COMICS
1 DWI/SCa DMc in Middle East ... 3.50

PRINCE VANDAL

TRIUMPHANT (1993-current)
1 JVe JRl quest for Zia vs Phylen's 2.50
2 JVe JRl vs Phylenies ... 2.50
3 JVe JRl fight for Pugnese ... 2.50
4 JVe JRl escape from asteroid ... 2.50
5 JVe JRl ... 2.50
6 JVe JRl back to asylum,w/coup 2.50
7 JRl w/coupon ... 2.50
8 same as "Chromium Man" #11 ... 2.50

PROJECT X: HUMP'N GUTS

KITCHEN SINK (1994-current)
1 SBi KEa 1:Mental Head,bgd w/ card,SBi poster,random ending ... 4.95

PROPELLERMAN

DARK HORSE (1993-1994)
1-6 MSc ... 2.95
7 MSc vs the Thing ... 2.95
8 ... 2.95

PROPHET

IMAGE (1993-current)
1 RLd Youngblood hero,w/coup. for Prophet #0 ... 3.00
1A gold edition ... 25.00
2 RLd 1:Judas ... 2.50
3 RLd ... 2.50
4 RLd vs Judas ... 1.95
4A with Platt cover ... 15.00
5 SPi RLd tale of Pr's WWII past ... 1.95
6 SPi RLd Kirby,others vs Prophet 1.95

THE PROTECTORS

MALIBU (1992-current)
1 Direct Market,poster ... 2.50
1A newsstand,w/o poster ... 1.95
2-4 Direct Market ... 2.50
2A-4A newsstand ... 1.95
5 Direct Mkt,hole through book ... 2.50
5 newsstand ... 1.95
6-8 Direct Market ... 2.50
6A-8A newsstand ... 1.95
9 TDr RJo vs Wisecrack,Dir. Mkt. 2.50
9A newsstand ... 1.95
10 TDr RJo Black Fury,Cat Pack Direct Mkt ... 2.50
10A newsstand ... 1.95
11 Direct Market,poster ... 2.50
11A newsstand,w/o poster ... 1.95
12 Miss Fury as leader Direct Mkt ,poster ... 2.25
12A newsstand,w/o poster ... 1.95
13 TDr RJo vs Extreme. Genesis crossover book ... 2.25
14 TDr final Genesis chapter ... 2.25
15 TDr aftermath of Genesis ... 2.25
16 TDr Gen. a'math,Chalice story 2.25
17 TLe RJo Genesis x-over trial of Man of war continues ... 2.25
18 RJo vs Regulators,8-pg. bkup ... 2.25

Solar the Destroyer lives up to his name, destroying Spider Aliens galore. Oh, and a few humans, too. It was an accident, honest.

WIZARD PRICE GUIDE

19 RJo traitor revealed 2.25
20 RJo vs Nowhere Man 2.25

PROTOTYPE

MALIBU (1993-current)

1 vs Glare,1 Veil,bgd ed.,w/card 3.50
1A unbagged ed.,w/o card 1.95
1B hologram edition ..... .50
1C Ultra-limited/foil edition ..... .30
2 vs Backstabber 4.00
3 vs Heater & Terrordyne, Rune story w/#0 coupon 2.50
4 vs [illegible] 1.95
5 8-Thru x-over Strangers x-over,p1 ..... .95
6 vs Arena,Bob (old P'type) vs Vel 1.95
7 Jimmy Intro'd to art of bushido ..... [illegible]
8 ..... 1.95
9 Prototype quits his job ..... 1 [illegible]
10 Ruiz & Campbell meet 1 Manhattan Project 1.95
11 Glare returns from the dead 1.95

PRUDENCE & CAUTION

DEFIANT (1994-current)

1 CC: new superhero duo 3.25
1A CC: Spanish language edition 3.25
2 CC: Prudence and Mouse duel 2.50
2A CC: Spanish language edition 2.50

PSI-JUDGE ANDERSON

FLEETWAY/QUALITY

ENGRAMS

1 D.Anderson 1.95

PSI-FILES

1 vs mutant vampire 2.95

PSYCHONAUTS

MARVEL (1993-current)

1 AGr Epic series,B'shell format 4.95
2 AGr PN's return to Earth find dinosaurs in control 4.95
3 AGr vs demon 4.95

THE PUNISHER

MARVEL

MINI-SERIES (1986)

1 MZe SGr 35.00
2 MZe SGr 18.00
3 MZe SGr 12.00
4-5 MZe SGr 10.00

REG. SERIES (1987-current)

1 KJa MBn crack house 20.00
2 KJa MBn the General 10.00
3 KJa MBn D:the Colonel 7.00
4 KJa MBn 1 The Rev 7.00
5 KJa MBn vs the Rev 7.00
6 DRo MBn toxic waste 7.00
7 DRo MBn 1&D:Widrose 7.00
8 WPo MBn the graveyard 12.00
9 WPo MBn D: Micro's Son 14.00
10 WPo MBn Daredevil X-over from DD#257 ..... 25.00
11 WPo MBn rapists 5.00
12 WPo MBn Gary Saunders p1 ..... 5.00
13 WPo MBn p2,D:Ortiz, D:Saunders 5.00
14 WPo MBn Punisher as substitute teacher 5.00
15 WPo MBn Kingpin,Pnisher Gang,1 The Board 5.00
16 WPo MBn Kingpin 4.50
17 WPo MBn D:Conchita 4.50
18 WPo MBn Punisher vs Kingpin,D:the Board 3.00
19 JSi MBn Australia 3.00
20 SAp MBn Las Vegas, Whilce Portacio cover 3.00
21 ELa MBn 1:Iris Green 3.00
22 ELa MBn Ninja Training Camp, p1 ..... 3.00
23 ELa MBn p2,vs Scully 3.00
24 ELa MBn Shadowmasters 2.50
25 ELa MBn dbl size,D:Iris Green,Shadowmasters 2.50
26 RHe MBn Punisher steals Nuclear sub 2.75
27 RHe MBn vs US Navy 2.75
28 RHe MBn D: Doom Acts of Vengeance 2.75
29 BRe MBn Dr. Doom, Acts of Vengeance 2.50
30 BRe MBn Catholic church 2.50
31 BRe MBn biker gangs p1 ..... 2.50
32 BRe MBn p2,D:Lang 2.50
33 BRe MBn Reavers 2.25
34 BRe MBn Reavers 2.50
35 BRe MBn Jigsaw Puzzle p1 the Rev.,Jigsaw 2.50
36 MTe MBn p2,Satanic Rev 2.50
37 MTe MBn p3,Punisher vs Microchip 2.50
38 BRe MBn p4,Jigsaw butchers Punisher's face 2.50
39 MBn p5,Jigsaw's face heals 2.50
40 BRe MBn p6,Punisher's face heals vs Belasco 2.00
41-49 ..... 2.00
50 HHa MBn 1 Yo-Yo,dbl sz 3.00
51-56 ..... 2.00
57 HHa MBn double cover [illegible] 2.00
57A Newsstand version w/ single photograph cover 2.00
58 HHa MBo p6,1:Dr Brewer 2.00
59 HHa MBo Punisher now black 2.50
60 VMa MBo Luke Cage 1.50
61 VMa MBo Cage,Crack dealers 1.50
62 black Punisher,Cage 1.50
63 TSn CDi supermarket 1.50
64 DBe DAi [illegible] p1 1 Dunlaw 1.50
65 DBe DAi p2 Batroc Kingpin 1.50
66 DBe DAi p3 Batroc 1.50
67 DBe DAi p4 Tarantula 1.25
68-74 ..... 1.25
75 ..... 2.75
76-81 ..... 1.25
82 Firefight,p1,vs arsonists 1.25
83 vs NYC pyromaniac 1.25
84 ..... 1.25
85 prequel to Suicide Run 2.75
86 Suicide Run,foil cvr 3.25
87 Suicide Run,p6,copycats duel 1.25
88 Suicide Run,p9,in Catskills 1.25
89 RHe CDi in Miami 1.25
90 Micro,under siege in war zone 1.50
91 1:Rabio vs Hector Carrenza 1.50
92 vs Rabio 1.50
93 ..... 1.50
ANNUAL 1 MTe MBn Evolutionary War 10.00
ANNUAL 2 BRe MBn Moon Knight,Atlantis Attacks 5.00
ANNUAL 3 NHa MBn Lifeform p1,vs organism 4.50
ANNUAL 4 Von Strucker 2.25
ANNUAL 5 ..... 2.25
ANNUAL 6 DHo PMs1,Phalanx, bagged w/card 2.95

PUNISHER ARMORY

MARVEL (1990-current)

1 Jim Lee cvr,Punisher's weapons 9.00
2 EBn EBn 8.00
3-8 EBn EBn 2.00
9 EBn EBn,MGo cvr 2.00

PUNISHER BOOKS

MARVEL

ASSASSINS GUILD

1 ..... 9.95

BACK-TO-SCHOOL SPECIAL

1 ..... 2.95
2 vs powerful gym owner,BSi cvr 2.95

BLOODLINES (1991)

PF DCo GCy Drug runners 5.95

BLOOD ON THE MOORS

PF CKe AGr Clansmen 16.95

CIRCLE OF BLOOD

GN rep Punisher Mini 12.95

CLASSIC (1989)

1 ..... 5.00

DIE HARD IN THE BIG EASY (1992)

1 ..... 4.95

EYE FOR AN EYE (1991)

TPB reprints PWJ #1-3 ..... 9.95

G-FORCE (1992)

TPB 4.95

HOLIDAY SPECIAL (1993)

1 ..... 2.95

IN THE 'NAM: FINAL INVASION

SC ASc DLo final journey to 'Nam 5.95

INTRUDER

HC 14.95
SC 9.95

KINGDOM GONE

HC vs Drug Lord & Marines 16.95

MOVIE ADAPTATION (1990)

SC drawn w/ Skull outfit 5.95

NO ESCAPE (1990)

1 Captain,Paladin 5.00

THE PRIZE (1990)

1 old Iron Man armor 4.95

PUNISHER/WOLVERINE: AFRICAN SAGA (1989)

1 Prestige Format 5.95

RETURN TO BIG NOTHING (1989)

HC MZe vietnam 16.95
SC MZe vietnam 12.95

ROUGH CUT

1 ..... 2.50

SPINNING DOOMSDAY'S WEB (1992)

GN Black Widow 9.95

SUMMER SPECIAL (1991)

1 ..... 3.00
2 FHy CDi Rough Cut,High Risk, The Local 3.00
3 ..... 2.50

SUMMER SPECIAL 1994

ASc DLo cvr by John Romita Jr 2.95

PUNISHER: GHOSTS OF INNOCENTS

MARVEL (1993)

1-2 Prestige Format 5.95

PUNISHER MAGAZINE

MARVEL (1989-1990)

1 reprints 4.00
2 reprints ..... [illegible].75
3 reprints 3.00
4-13 reprints 2.50
14-16 reprints 2.25

PUNISHER: A MAN NAMED FRANK

MARVEL (1994)

PF JBu CDi Punisher story set in old west 6.95

PUNISHER MEETS ARCHIE

MARVEL/ARCHIE (1994)

JBu/SGd BLs we're serious, folks...and it's got a die-cut cover too 3.95

PUNISHER: ORIGIN OF MICRO CHIP

MARVEL (1993)

1-2 MBo CPo 1.75

PUNISHER: P.O.V.

MARVEL (1991)

1-4 BWr JSi Nick Fury 4.95

PUNISHER 2099

MARVEL (1993-current)

1 PBi JFm 1.75
2-5 PBr JFm 1.25
6 Techno-Gladiators 1.25
7 TSn PMs Love & Bullets,p1 vs Cyber Master & Fear Master 1.25
8 TSn PMs Tyler Stone (from Spider-Man 2099),Fear Master 1.25
9-12 TSn PMs 1.25
13 TSn PMs F of the Hammer,p4 ..... 1.25
14 TSn PMs Jake loses control 1.25
15 TSn PMs vs Fearmaster 1.25
16 TSn PMs puts on new limb 1.50
17 TSn PMs 1.50
18 TSn PMs 1.50
19 TMo PMs/TSn 1.50

PUNISHER WAR JOURNAL

MARVEL (1988-current)

1 JLe CPo O:Punisher 1:Montoya, 1:Shadowmasters 10.00
2 JLe CPo Daredevil vs Montoya 12.00
3 JLe CPo Daredevil,D:Montoya 8.00
4 JLe CPo 1:Sniper Nam flashbk 8.00
5 JLe CPo vs Sniper 8.00
6 JLe CPo vs Wolverine 15.00
7 JLe CPo vs Wolverine 8.00
8 JLe CPo 1:Damage Shadowmasters ..... [illegible].00
9-12 JLe CPo ..... [illegible].50
13 DRo CPo Bushwacker,Dr Doom Acts of Vengeance 4.50
14 DRo CPo Spider-Man vs religious fanatics 5.00
15 DRo CPo Spider-Man Daily Bugle under siege 5.00
16 NHa MBn Texas panhandlers 3.00
17 JLe CPo Tropical Trouble p1 ..... 3.00
18 JLe CPo p2,vs Kidnappers 2.75
19 JLe CPo p3,water phobia 2.75
20 TSm CPo vs Foreign Legion 2.00
21-24 TSm CPo 2.00
25-28 MTe MBn 2.00
29 MTe MBn Ghost Rider 2.50
30 MTe MBn Ghost Rider vs Roaring Island 2.50
31-35 RWa MBn 2.00
36-42 ..... 2.00
43-56 ..... 1.75
57-58 GKw CDi D'devil,G. Rider 1.75
59-60 ..... 1.75
61 Suicide Run,foil cvr 4.00
62 Suicide Run foil cvr 2.95
63 Suicide Run,p7 ..... 1.75
64 Suicide Run,p10,die-cut cvr 2.95
64A regular cvr 2.25
65 Pariah,p1,aftermath of S. Run 1.75
66 p2,various Marvel heroes 1.95
67 p3,vs Marvel Universe 1.95
[illegible] 1.95
[illegible] 1.95

PUNISHER WAR ZONE

MARVEL (1992-current)

1 JRj CDi O:Micro,Shotgun,die-cut cover,Ladder of Death p1 ..... 5.00
2 JRj CDi p2 ..... 3.50
3 JRj CDi p3, Shotgun 3.00
4 JRj CDi p4 ..... 2.25
5 JRj CDi p5, Shotgun,1 Thorn 2.00
6-8 ..... 1.75
9 MHa CDi ..... .75
10-11 MHa CD 1.75
12-16 Psychoville 1.75
17-18 Jericho 1.75
19 Jericho,Wolverine 1.75
20 ..... 1.75
21-22 HNu LHa 1.75
23 HNu LHa Suicide Run,foil cvr 3.50
24 HNu LHa Suicide Run,p5 ..... 1.75

SPECTACULAR SPIDER-MAN #213 Guess who's coming to dinner, Pete and M.J.? Mary, Typhoid, or Bloody Mary? After meeting all three, Spidey figures out they're all the same, and sets out to stop her/them.

25 JBu LHa Suicide Run,p6,dbl sz 2.25
26 JBu CDi in Puerto Dulce 1.75
27 JBu CDi in jungle penal colony 1.95
28 JBu CDi Pun. fights for his life 1.95
29 JBu CDi south of the border 1.95
30 JBu CDi 1.95
ANNUAL 1 JBu CDi 1:Phalanx, bagged w/card 2.95
ANNUAL 2 Salvatore Carbone returns as Thorn the assassin 2.95

QUAD DEPOT

LABYRINTH (1994)

1 comic anthology 3.00

QUANTUM 5

AXIS (1994-current)

1 1:Quantum 5 1.95
2 Quantum 5 vs Shard 1.95

QUASAR

MARVEL (1989-current)

1 PRy MGn O:Quasar 2.50
2-5 PRy MGn 1.25
6 PRy MGn Venom app 5.50
7 MMn MGn Spider-Man 4.00
8-10 MMn MGn 1.25
11 MMn MGn Excalibur 1.25
12-13 MMn MGn 1.25
14 TMc cover 2.50
15-29 MGn 1.25
30 JZu MGd Watcher 1.25
31 GCp MGd New Universe 1.25
32 GCp MGd Galactic Storm, Tomb of Captain Marvel 1.25
33 MGd vs Quasar 1.25
34 GCp MGd Galactic Storm 1.25
[illegible] 1.25
36 GCp MGn vs Soulsaver 1.25
37-38 GCp MGn Infinity War 1.25
39-40 SLi MGn Infinity War 1.25
41-47 ASm MGn 1.25
48 ASm MGn Thunderstrike 1.25
49 ASm MGn Kayla vs Kismet 1.25
50 ASm MGn Silver Surfer, Man-Thing,holo-grafx foil-enhanced cover,dbl sz 2.95
51 ASm MGn Squadron Supreme, vs Anglemen 1.25
52 vs Angler & Geometer 1.25
53 Warlock 1.25
54 Starblast x-over,cosmic team 1.25
55 Starblast,p8,team of heroes 1.25
56 Starblast,p10,in New Universe 1.25
57 Starblast epilogue,R:Her 1.25
58 meets Makkari 1.25
59 S'blast aftermath,vs Darkstar 1.25
60 final issue,Nova 1.25

SPECIAL

1 newsstand Quasar #32 1.25
2 newsstand Quasar #33 1.25
3 newsstand Quasar #34 1.25

QUEEN OF THE DAMNED

INNOVATION

1-5 SMu CWd 2.50
6-11 2.50

QUINN

HARRIS (1993-current)

1 1:Q-Unit,team of political prisoners,w/cybercard layer #2 2.95

RACK & PAIN

DARK HORSE

1 LJi BPu 1:Rack & Pain,GCp cvr 2.50
2 LJi BPu 2.50
3 LJi BPu vs Web's troops 2.50
4 LJi BPu vs Morgue 2.50

RADIOACTIVE MAN

BONGO COMICS (1993-current)

1 adventures of Bart's fave hero 4.50
2 (#88 on cvr) vs Lava Man, O:Fallout Boy (RM's sidekick) 1.95
3 (#216) 1970's issue 1.95
4 (#412) 1980's issue,Death of Radioactive Man,w/Simpsons cd 2.25

RAGMAN

DC COMICS (1976-1977)

1 JKu BKa 1&O:Ragman 4.75
2 JKu BKa 1:Opal 3.50
3 JKu BKa See No Evil 3.00
4 JKu BKa Dream Killers 2.75
5 JKu BKa Junkyard 2.75

2ND SERIES (1991-1992)

1 KGi PBr 1,new Ragman 2.00
2 KGi PBr vs Killers 1.75
3-5 1.50
6 KGi PBr Golem,Batman 1.50
7 KGi PBr Batman, D:Spratt 1.50
8 KGi PBr Batman, D:Rabbi 1.50

CRY OF THE DEAD (1993-1994)

1 GMs ELe goes to New Orleans 1.75
2 GMs ELe 1.75
3 GMs ELe vs Marinette 1.75
4-6 GMs ELe 1.75

RAI

VALIANT (1991-1992)

0 DLp BLa O:Rising Spirit 18.00
1 JPi DMi vs Icespike 22.00
2 JPi DMi exiled to Earth 20.00
3 JPi DMi vs Humanists 50.00
4 civil war concludes 50.00
5 JPi DMi Unity prelude,Rai exiled,Eternal Warrior 2.00
6 JPi DMi Unity,ch7,D:Japan 10.00
7 JPi DMi Unity ch15,D:Rai 0.00
8 JPi DMi conseqs. of unity war becomes Rai & The Future Force 10.00

RAI & THE FUTURE FORCE

VALIANT (1993-current)

previously Rai

9 1:Future Force,Rai becomes team leader 3.50
9A Gold 40.00
10 vs Malev Emperor 2.25
11 Steel Legion 2.25
12 vs pirates 2.25
13-15 2.25
16 Battle of South Am 2.25
17 JOs 2.25
18 JOs returns to Dark Continent 2.25
19 KBo DDa Magnus,vs Malevs 2.25
20 DRo JOs Malev War worsens 2.25
21 DRo 1:Starwatchers,Leeja gives birth,Valiant Era II card 2.25
22 DRo TBe The Last Day,p2 2.50
23 DRo TBe focus on Rai's son 2.25
24 DRo TBe Rai's son 2.25
25 DRo TBe 2.25
26 Chaos Effect Epsilon,p3 2.25
TPB reprints Rai #0-4,bagged w/Rai #0 Companion 11.95

RAPHAEL

MIRAGE (1985)

1 TMNT character 16.00

RAVAGE 2099

MARVEL (1992-current)

1 PRy SLe 1.75
2-8 PRy SLe 1.25
9-10 1.25
11 shocking info about family 1.25
12 PMs TSn 1.25
13 PMs TSn preq'l to 2099 x-over 1.25
14 PMs TSn vs Punisher 2099 1.25
15 PMs TSn F of the Hammer,p2 1.25
16 PMs TSn new Ravage 1.25
17 PMs TSn vs Throwback 1.25
18 PMs TSn declared insane 1.50
19 PMs TSn vs X-11 1.50
20 GMi PMs/TSn vs Hunter 1.50
21 GMi PMs/TSn 1.50

RAVEN

RENAISSANCE COMICS

1 1:Raven 2.50
2-4 2.50
5 Deveraux's darker self grows 2.50
6 Dream creatures vs Raven 2.50
7 2.50

RAVER

MALIBU (1993-current)

1 WKo 1&O:the Raver,newsstand 1.95
1A Direct Market edition, prism enhanced cover 2.95
2-5 WKo 1.95

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THE RAY

DC COMICS

MINI-SERIES (1992)

1 JOu JHa 1:Ray II 12.00
2 JOu JHa 8.00
3 JOu JHa 5.00
4 JOu JHa Dr. Polaris 9.00
5 JOu JHa vs Polaris 4.00
6 JOu JHa 7.00

SERIES (1994)

1 HPo CPr vs Brimstone,teams w/Superboy foil emb'd JDu cvr 2.95
1A standard edition 1.75
2 HPo CPr Superboy 1.75
3 HPo CPr 1:Deathmasque 1.75
4 HPo CPr betrayed by Dr Polaris 1.95

IN A BLAZE OF POWER (1994)

TPB reprints mini-series 9.95

RAY BRADBURY COMICS

TOPPS (1993-current)

1-2 2.95
3 dinosaur issue,Jurassic Park preview,bagged w/3 Bradbury cards,Jur Park card 2.95
4 all-Martian-Horror issue,bagged w/3 Mars Attacks' cards 2.95

SPECIAL EDITION: ILLUSTRATED MAN SPECIAL (1994)

1 adaptations of Bradbury stories 2.95

MARTIAN CHRONICLES SPECIAL EDITION (1994)

1 two stories from Bradbury novel 2.50

TALES OF HORROR (1994)

1 adaptations of Bradbury stories 2.50

RAZOR

LONDON NIGHT STUDIOS

0 1st print 5.00
0A 2nd print 2.75
1 4.00
2 2.95
2A limited edit'n 3.95
3 JBi cvr 2.95
3A limited edit'n 4.95
4 Ty cvr 2.95
4A limited 4.95
5 2.95
6 EHr O:Razor 2.95
7 2.95
8 EHr 2.95
ANNUAL 1 vs rapists 2.95

THE SUFFERING

1 EHr faces addiction to morphine 2.95

RAZOR/DARK ANGEL: THE FINAL WAR

LONDON NIGHT STUDIOS

BONEYARD PRESS (1994)

1 HF DVm x-over btw B. Press & L. Night Studios (look out!) 2.95
2 conclusion to x-over 2.95

RAZORLINE: THE FIRST CUT

MARVEL (1993)

1 preview of Clive Barker's Universe .75

REDBLADE

DARK HORSE (1993)

1 VGi vs Engetsu,dbl gatefold cvr 2.50
2-3 VGi vs Engetsu 2.50

REN & STIMPY

MARVEL (1992-current)

1A Ren Scratch & Sniff 22.00
1B Stimpy Scratch & Sniff 22.00
1C 2nd print 3.75
2 Pizza delivery,FrankenStimpy 15.50
3 Holiday story,El Supremo Ren 10.50
4 MKz DSi Where's Stimpy? 8.00
5 MKz DSi in space 6.50
6 MKz DSI Spider-Man vs Powdered Toast Man 5.50
7 MKz DSi Official Yak Shaving Day 3.00
8 MKz DSi Maltese Stimpy 2.50
9 DS 2.50
10 MKz DSi R & S become Irregulars 2.50
11 MKz DS sness mgmt. course 2.00
12 MKz DS Teacher Bingo 2.00
13 MKz DSi Halloween issue 1.75
14 MKz DSi vs Disco 1.75
15 MKz DSi Ren vs Santa Claus 1.75
16 MKz DSi Elvis sighting 1.75
17 MKz DSi vs Moosehead Ed 1.75
18 MKz DSi pair joins army 1.95
19 MKz DSi pair becomes Invisible 1.95
20 MKz Muddy Mudskipper spec'l 1.95
21 MKz BDu space adventure 1.95

SUMMER JOBS SPECIAL

KMi SBo duo looks for work 1.95

PICK OF THE LITTER (1993)

TPB reprints #1-4,w/new material 12.95

POWDERED TOAST MAN (1993)

1 TTe DSi double sz. 2.95

TASTES LIKE CHICKEN (1993)

TPB reprints #5-8 12.95

RUNNING JOKE (1993)

TPB reprints #9-12 12.95

REVENGERS/HYBRIDS

CONTINUITY

SPECIAL (1993)

1 LSt O:The Hybrids PF 3.95

RIOT GEAR

TRIUMPHANT (1993-current)

0 JRi early Riot Gear story 2.50
1 JRi 1:Riot Gear,w/coupon 2.50
2-4 JRi 2.50
5 FHa JRi vs Chyros Corpor'n 2.50
6 mission of revenge continues 2.50
7 2.50
8 team goes up for hire,w/coupon 2.50
9 2.50
10 team looks for a spaceship 2.50

RIP HUNTER: TIME MASTER

DC COMICS (1961-1965)

1 350.00
2 175.00
3-5 90.00
6-7 65.00
8-12 55.00
13-18 50.00
19-24 45.00
25-29 42.00

YOU MISSED SPECTRE #20... Nick Hazzard interviews the members of the JSA, gathering information about the Spectre for the government should it ever need to stop him.

WIZARD PRICE GUIDE

RISE OF MAGIC SPECIAL

CONTINUITY

THE CLOSING OF THE EYE (1994)

1 NAd PSI Continuity x-over book 3.95

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ROBIN

DC COMICS (1991)

1 TLy CDi O:Robin. 5.00
1A 2nd print 2.25
1B 3rd print 1.50
2 TLy CDi 1:King Snake 3.25
2A 2nd print 1.00
3 TLy CDi A:Lady Shiva 3.00
4 TLy CDi vs Lady Shiva. 2.50
5 TLy CDi vs King Snake 1.75

ROBIN II: JOKER'S WILD (1991)

1 TLy CDi Newsstand w/o hologram,D:Mr.Freeze 1.00
1A Batman cover 1.50
1B Joker close-up cover 1.50
1C Joker in straightjacket cvr 1.50
1D Joker with video screens cvr 1.50
2 TLy CDi Newsstand,Robin in school 1.00
2A Dartboard cover 1.50
2B Room of Paintings cover 1.50
2C Museum cover 1.50
3 TLy CDi Newsstand,vs Joker 1.00
3A Robin swinging cover 1.50
3B Robin on rooftop cover 1.50
4 TLy CDi Newsstand,Joker defeated,Batman app. 1.00
4A Robin vs Joker cover 1.50

ROBIN II: COLLECTOR'S SETS (1991)

1 Collects all versions of Robin II #1.w/hologram as a card 12.00
2 all versions of Robin II #2 8.00
3 all versions of Robin II #3 6.00
4 all versions of Robin II #4 4.00
Slipcase Edition including all of the issues and trading cards 30.00

ROBIN III: CRY OF THE HUNTRESS (1992-1993)

1 TLy CDi Moving cover 2.50
1A Newsstand Mike Zeck covers 1.25
2 TLy CDi 2.50
2A Newsstand MZe cover 1.25
3 TLy CDi 2.50
3A Newsstand MZe cover 1.25
4 TLy CDi 2.50
4A Newsstand MZe cover 1.25
5 TLy CDi 2.50
5A Newsstand MZe cover 1.25
6 TLy CDi 2.50
6A Newsstand MZe cover 1.25

ROBIN: A HERO REBORN (1991)

TPB reprints Batman #455-457 Robin #1-5,schematic draw'g of new Robin costume 4.95

ROBIN 3000 (1993)

1 2 CRu 4.95

ROBIN:TRAGEDY & TRIUMPH (1993)

TPB reprints Detective #618-621 Robin II #1-4,cover gallery 9.95

SERIES (1993-current)

1 TGr CDi 1 Redbird vs car thieves. Collector's Edition,multi-colored, embossed,foil cvr 3.25
1A newsstand edition,different cvr 1.75
2 TGr CDi vs Speedboyz 1.50
3 TGr CDi vs Cluemaster & Electrocut'r 1.50
4 TGr CDi C'master,others go wild 1.50
5 TGr CDi trapped w/Cluemaster 1.50
6 TGr CDi Huntress,vs Deathangel 1.50
7 TGr CDi Knightquest epilogue 1.50
8 TGr CDi KnightsEnd,p5 1.50
9 TGr CDi K'sEnd:Aftermath,p1 Tim and Bruce reconcile 1.50
ANNUAL 1 TLy JWa 2.50
ANNUAL 2 KDw CDi Bloodlines, p10,Cyberrats,1 Razorsharp 2.50
ANNUAL 3 ANn CDi Elseworlds story 2.95

ROBOCOP

MARVEL (1990-1992)

1 9.00
2 5.00
3 3.00
4-5 2.50
6-7 2.00
8-12 1.75
13-22 1.50

ROBOCOP

DARK HORSE

ROBOCOP 3 (1992)

1-3 2.50

ROBOCOP: PRIME SUSPECT (1992-1993)

1-4 2.50

[illegible] (1993-current)

1 vs renegade ED-209 2.50
2 vs mechanical enemy 2.50
3-4 2.50

ROBOCOP VS TERMINATOR

DARK HORSE (1992)

1 WSi FMI 2.50
1A platinum edition 25.00
2-4 WSi FMI 2.50

ROBOTECH

COMICO

MACROSS SAGA (1984-1989)

1 rare 20.00
2 6.00
3-5 4.00
6-7 3.00
8-30 2.00

ROBOTECH MASTERS (1985-1988)

1 3.00
2-23 2.25

NEW GENERATION (1985-1988)

1 2.75
2-4 2.25
5-25 [illegible]

ROBOTECH

ETERNITY

FIREWALKERS

1 2.50

GENESIS

1 JWi JWp O:Zor trading cards 2.95
1A (2500) expanded 5.95
2 JWi JWp 2.95
3 2.95
4-6 2.50

[illegible]

1 TEi BSp No Man's Land 2.50
2-16 2.50

INVID WAR AFTERMATH

1-5 2.50
6 all-new direction 2.50

LEGEND OF ZOR

1 JWi JWp trading cards 1.95
1A limited edition 5.95

ROBOTECH II

ETERNITY

CYBER-PIRATES

1 2.25

HANDBOOK

SC 14.95

MALCONTENT UPRISINGS

1 2.00
2-12 1.95

RETURN TO MACROSS

1-11 2.50
12 Breetai vs virt'l reality menaces 2.50
13 2.50

THE SENTINELS

1 4.50
2-3 3.75
4-18 2.25
GRAPHIC NOVEL #4 9.95

THE SENTINELS BOOK II

1 21 2.[illegible]
SWIMSUIT SPECTACULAR 2.95

THE SENTINELS BOOK III (1993-current)

1 stranded on Praxis 2.50
2-5 2.50
6 R:Col. Jonathan Wolff 2.50
7 2.50
8 2.50

ROCKETEER ADVENTURES

COMICO (1988-1989)

1-2 10.00

ROCKETEER SPECIAL

ECLIPSE (1984)

1 25.00

ROCK 'N' ROLL COMICS

REVOLUTIONARY (1989-current)

1 LNa TLo Guns N Roses 8.00
1A 2nd print,3 p/Ace Backwords 2.50
1B 3rd print,1 p by CDa 2.50
1C 4th print,DHs 2.50
1D 5th print 2.50
1E 6th print 2.50
1F Slm TLo 7th print (all new) 2.50
2 LNa TLo Metallica 5.00
2A 2nd print 2.50
2B 3rd print,Efte 2.50
2C 4th print 2.50
2D 5th print 2.50
2E LNa TLo 6th print (all new) 2.50
3 LNa TLo Bon Jovi 3.00
4 LNa TLo Motley Crue 3.00
4A 2nd print 2.50
5 LNa TLo Def Leppard 3.00
5A 2nd print 2.50
6 ANn TLo Rolling Stones 3.50
6A 2nd print 2.50
6B 3rd print 2.50
6C 4th print 2.50
7 TLo TLo The Who 3.00
7A 2nd print 2.50
7B 3rd print 2.50
8 Skid Row (never published)
9 GFx RCo KISS,scarce 2.75
9A 2nd print 2.50
9B 3rd print 2.50
10 GFx TLo Warrant,Whitesnake 2.75
10A Warrant cover 2.75
10B 2nd print 2.50
11 GFx DHs Aerosmith,p1 2.75
12 GFx RCo New Kids 7.00
12A 2nd print 2.50
13 GFx RCo Led Zeppelin 2.75
14 MEr TLo Sex Pistols 2.75
15 GFx TLo Poison 2.75
16 GFx TLo Van Halen 2.75
17 GFx TLo Madonna 3.50
18 SGo SSI Alice Cooper 2.25
19 MEr TLo 2 Live Crew, Public Enemy 3.00
20 KLa JAs Queensryche 2.25
21 Slm TLo Prince 2.50
22 MSa JAs AC/DC 2.50
23 GFx JAs Living Colour 2.50
24 Slm SSI Anthrax 2.50
25 Slm JAs ZZ Top 2.50
26 GFx JAs the Doors 2.50
27 GFx JAs the Doors 2.50
28 MEr JAs Black Sabbath, Ozzy Osbourne 2.50
29 MEr JAs Ozzy Osbourne 2.50
30 GFx JAs The Cure 2.50
31 GFx JAs Vanilla Ice 2.50
32 BLc JAs Frank Zappa 2.50
33 JCh JAs Guns N' Roses 2.50
34 SPe JAs Black Crowes 2.50
35 BLc JAs R.E.M. 2.50
36 CGi JAs Michael Jackson 2.50
37 SPe JAs Ice-T 2.50
38 TDo JAs Rod Stewart 2.50
39 JPa JAs Fall of the New Kids 2.50
40 JPa JAs N.W.A.,Ice Cube 2.50
41 ASi JAs Paula Abdul 2.50
42 SPe JAs Metallica 2.50
43 JMc JAs Guns N' Roses 2.50
44 DRo JAs Scorpions 2.50
45 BLc JAs Grateful Dead, p1 2.50
46 BLc JAs Grateful Dead, p2 2.50
47 BLc JAs Grateful Dead, p3 2.50
48 Queen 2.50
49 Rush 2.50
50-52 BLc JAs Bob Dylan 2.50
53 BLc JAs Bruce Springsteen 2.50
54-55 JAs U2 2.50
56 GFx JAs David Bowie 2.50
57 LNa JAs Aerosmith,p2 2.50
58 DRo JAs Kate Bush 2.50
59 Eric Clapton 2.50
60 Genesis:The '70's 2.50
61 DRa Yes The '70's 2.50
62 Elton John 2.50
63 Janis Joplin 2.50
64 San Francisco of the '60s,G'ful Dead,Joplin,J. Airplane,others 2.50
65 2.50
66 Allman Bros.,Lynyrd Skynyrd 2.50
67 John Mellencamp 2.50
68 Tom Petty,Roy Orbison 2.50
69 Neil Young 2.50
70 JAs Police/Sting,Iggy Pop 2.50
71 2.50
72 Damn Yankees,Journey,Styx 2.50
SPECIAL:Women in Rock 2.50

BEST OF THE BRITISH INVASION

1 reprints best British invasion coverage from R&R Comics 2.50

ROCKO'S MODERN LIFE

MARVEL (1994-current)

1 adaptation of cartoon series 1.95
2 Spunky gets worms 1.95
3 mall mayhem + rock concert 1.95

ROGAN GOSH

DC COMICS

1 BMr PMi Vertigo one-shot 5.95

ROGUE TROOPER WAR MACHINE

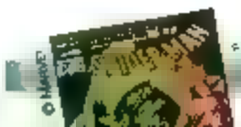
TUNDRA

1 DGb 14.95

RUNE

MALIBU (1994)

1 BWs CUi major Ultraverse conspiracy secret revealed 3.[illegible]
1A Ultra-limited/foil edition 30.[illegible]
2 BWs CUi search for E. Johnson 1.[illegible]
3 BWs CUi w/Ultraverse Premiere #1 3.50
4 uses computer to find twins 1.[illegible]
5 secret of Project Fusion revealed 1.[illegible]
6 final fates of Noel and Erik 1.95



© MARVEL

SPIDER-MAN #47 In a shaky alliance, the Hobgoblin convinces Kraven's son to try to bestow Kraven's abilities upon him, while the Demogoblin busts out of jail to continue destroying "evil."

SABRETOOTH

MARVEL (1993)

1 MTe LHa Wolverine,die-cut cvr .6.00
2 MTe LHa Wolverine,secrets of past revealed 4.50
3 MTe LHa more discoveries 4.00
4 MTe LHa final issue 4.00

SABRETOOTH CLASSICS (1994-current)

1 reprints P. Man & I. Fist #68 1.50
2 reps, PM & IF #78 1.50
3 1.50
4 1.50

SACHS & VIOLENS

MARVEL (1993-current)

1 GPe PDa Epic series,1 Jennifer Jean Sachs & Ernie "Violens" Schultz,embossed cvr .2.75
2 GPe PDa vs Model Killer w/trading card 2.25
3 GPe PDa vs child porn kingpins .2.25
4 GPe PDa at Mardi Gras,w/card .2.25

THE SAFEST PLACE

DARK HORSE (1993)

SC SDi's Dark Horse debut,1-shot.2.50

SAGA OF THE ORIGINAL HUMAN TORCH

MARVEL (1990)

1 RBu RTh 4.50
2 RBu RTh 3.25
3-4 RBu RTh 2.75

SAGA OF THE SWAMP THING

DC COMICS (1982-1986)

1 O:Swamp Thing 3.00
2-13 1.00
14-15 2.50
16-19 2.25
20 DDy AMo 15.00
21 SBs AMo new origin 13.00
22-23 SBs AMo 12.00
24 SBs AMo JLA 12.00
25 SBs AMo 12.00
26-29 SBs AMo 1.00
30-33 SBs AMo 1.00
34-35 SBs AMo 3.50
36 SBs AMo 2.25
37 RVe AMo 1 John Constantine 1.00
38-40 SBs AMo 5.00
41-42 SBs AMo 2.75
43 SWc AMo 2.75
44-45 SBs AMo 1.75
ANNUAL 1 adaptat'n of film 2.75
ANNUAL 2 Spectre,Ph. Stranger Abby resurrected 5.25
ANNUAL 3 all-apes issue 2.50
TPB rep #21-27 12.95
becomes Swamp Thing

LOVE & DEATH (1990)

TPB reprints #28-34,Ann. #2 17.95

SAINT SINNER

MARVEL (1993-current)

1 MDg ELe Razorline title,1:Saint Sinner,prismatic foil cvr 2.50
2 MDg ELe Philip returns to family 1.75
3 MDg ELe moves to castle 1.75
4 MDg ELe returns to Earth 1.75
5 MDg ELe 1.75
6 MDg ELe in Ectosphere 1.75
7 MDg ELe 1.75
8 MDg ELe 1.95

SAKER: THE LOST TEXTS

COMICO

1 1 Saker,black magician 3.50
2 conclusion to saga 3.50

SAMUREE

CONTINUITY (1993-current)

1-2 Rise of Magic tie-in,"arcane parchment" cover 2.50
3 2.50
4 Rise of Magic tie-in 2.50
5 Rise of Magic 2.50
6 R. of Magic,vs War 2.50
7 vs forces of magical dimension .2.50
8 deals w/corruption at Pentagon (you go girl) 2.50
9 mystery of other "Pentagon" 2.50
GN 1 reprints issues #1-2 3.95
GN 2 reprints earlier issues 3.95

SANDMAN

DC COMICS

1ST SERIES (1974-1976)

1 art by Jack Kirby
2-6 art by Jack Kirby 5.00

2ND SERIES (1989-current)

1 SK, NGa 1:New Sandman .50.00
2 SK, NGa 30.00
3 SK, NGa 25.00
4 SK, NGa 25.00
5 MDr NGa 25.00
6-7 MDr NGa 17.00
8 MDr NGa 1 Death 43.50
8A Limited Edition 160.00
9 MDr NGa Doll's House 12.00
10-14 MDr NGa Doll's House 12.00
15-16 MDr NGa Doll's House 9.00
17-18 KJo NGa Dream Country 9.00
18A error: 1st three panels on the first page are blue,very rare 80.00
19 CVe NGa 7.50
19A error: switched pages 40.00
20 CDo NGa Element Girl 7.50
21 Season of Mists 7.50
22 Season of Mists,1:Daniel 12.00
23-25 Season of Mists 7.50
26-30 5.00
31 4.00
32 SMs NGa A Game of You,p1 4.00
33 SMs NGa p2 4.00
34 SMs NGa p3 4.00
35 SMs NGa p4,the Kookoo 4.00
36 SMs NGa p5 3.00
37 SMs NGa p6 2.00
38 old Russia 2.00
39 Marco Polo 2.00
40 2.00
41-45 JTh NGa Brief Lives 1.50
46 JTh NGa Vertigo begins 2.50
47-48 JTh NGa 1.75
49 JTh NGa 1.95
50 anniv issue,double sz 3.25
50A special ed Diamond Seminar giveaway limited to 5000 copies 50.00
50B Platinum (black cvr w/stars) 60.00
51 BTa,ASt NGa B self contained stories,stranded travelers 1.95
52 BTa,JWk NGa mystery of Stormkeepers 1.95
53 BTa/MZu NGa Hob Gadling 95
54 BTa/MAn NGa 1.95
55 BTa NGa Klaproth's story 1.95
56 NGa travelers stories end 1.95
57 MHp NGa Kindly Ones,p Daniel vanishes 3.00
58 MHp NGa Kindly Ones,p2 3.00
59 MHp NGa p3,Daniel's kidnapper revealed 1.95
60 MHp NGa p4 surprises occur 1.95
61 MHp NGa p5,the Furies 1.95
62 MHp NGa p6 murder occurs 95
63 MHp NGa p7,Rose Walker Furies unleashed 1.95
SPECIAL BTa NGa Orpheus in Hell, glow in the dark cover 3.50

BRIEF LIVES (1994)

HC reprints #41-48 29.95

A DOLL'S HOUSE (1990)

TPB reprints #8-16 12.95

A GAME OF YOU (1993)

HC reprints #32-37 29.95

DREAM COUNTRY (1991)

TPB reprints #17-20 12.95

FABLES & REFLECTIONS (1993)

HC reprints various stories 29.95

PRELUDES & NOCTURNES (1991)

TPB reprints #1-8 14.95

SEASON OF MISTS

HC reprints #21-28 29.95
SC 12.95

SANDMAN MYSTERY THEATRE

DC COMICS (1993-current)

1 GDv MWa Vertigo title 2.50
2-4 1.95
5 MWa The Face p1 1.95
6 MWa The Face p2 1.95
7 MWa The Face p3 1.95
8 MWa The Face p4 1.95
9 MWa The Face p5 1.95
10 MWa Eat Drink 1.95
11 MWa The Plague 1.95
12 MWa Death Believed 1.95
13 GDv MWa The vamp p1 1.95
14 GDv MWa The vamp p2 1.95
15 GDv MWa p3 1.95
16 GDv MWa p4 1.95
17 The Scorpion,p1 1.95

SANTANA

MAL-BU (1994)

1 TYe TTr [illegible] life of guitarist, includes [illegible] section 3.95

SATAN'S SIX

TOPPS (1993)

1 JCy TIs 1:S. Six,bagged w/card .2.95
2-3 JCy TIs bagged w/cards 2.95
4 JCy TIs Jason,Teenagents p'view bagged w/3 cards 2.95

SAVAGE DRAGON

IMAGE (1992)

1 ELa ELa Savage Dragon, Spawn,four posters 10.00
2 ELa ELa R Super Patriot 6.00
3 ELa ELa vs Bedrock, w/Image O coupon 6.00
3 ELa ELa vs Bedrock, w/o Image O coupon 2.75

SAVAGE DRAGON VS THE SAVAGE MEGATON MAN (1993)

1 ELa WSm one-shot 1.95
1A gold foil cvr 50.00

COLLECTION (1993)

TPB collects mini-series, w/18 new pgs 9.95

SERIES (1993-current)

1 ELa 1:Barbaric,1:Ricochet 1.95
2 ELa Teenage M. N. Turtles 1:Dart flip book w/Vanguard preview .2.95
3 ELa 1:LowBlow,Body Count & Bad Ugly,R:Mighty Man,M-Man backup story vs the Fiend 1.95
4 ELa Freak Force 1.95
5 ELa Freak Force falls apart 1.95
6 ELa vs Vic's Circle & Overlord 95
7 ELa vs Overload 1.95
8 ELa vs Cutthroat & Hellrazor 1.95
9 ELa 1.95
10 ELa vs reader-created character 1.95
11 ELa the fiend returns 1.95

SAVAGE SWORD OF CONAN

MARVEL (1974-current)

1 JBu RTh 70.00
2 HCh SEn Black Colossus 32.00
3 TDz RTh Demons of the Summit 17.00
4 JBu RTh Iron Shadows 13.00
5 JBu RTh 10.00
6 STr RTh Sleeper 10.00
7 JBu RTh centr. of time 8.00
8 TCo RTh Forever Phai 8.00
9 PMa RTh Cat Goddess 7.50
10 JBu RTh Serpent of Sal 7.50
11-15 1.00
16-18 JBu RTh 6.50
19 JBu RTh Vendhya 1.00
20 JBu RTh Sutherlng Shadw 6.00
21-30 1.50
31-39 1.00
40 JBu RTh A Dream of Blood (explicit nudity) 6.00
41-50 5.00
51-89 4.50
90 JBu MFl 1:Devourer of Souls 1.00
91-99 1.00
100 JBu MF God Lives 1.00
101-130 4.00
131-149 3.50
150 CKw CDi the Slain 1.00
151-175 1.50
176-185 3.00
186-193 1.75
194-212 1.25
213 vs Aondo,young Kul. of Atlantis .2.25
214-215 1.25
216 vengeance of Nilocrus .2.25
217-218 2.25
219 CMc RTh vs Solomon Kane 1.25
220 CMc RTh vs Hand of Nergal 1.25
221 CMc RTh becomes wol 2.25
222 RTh Haunter of the Towers 1.25
223 MDn RTh 2.25
224 JWk RTh .2.25

SCARAB

DC COMICS (1993-current)

1 verlgo title 1:Scarab 1.95
2 Phantom Stranger 1.95
3 in North Carolina town 1.95
4 vs Rahnorach 1.95
5 Eleanor's journey fallen angel 1.95
6 vs Gloryboys 1.95
7 help from Eleanor 1.95
8 Scarab & Eleanor's fates merge 1.95

SCARLET WITCH

MARVEL (mini-series,1994)

1 truth ab't A. Harkness vs demons 1.75
2 vs Master Pandemonium 1.75
3 vs Aveng's West Coast 1.75
4 Spider-Woman,vs the Lore 1.75

SCAVENGERS

TRIUMPHANT (1993-current)

1 FRa JPo 1:Scavengers serial numbered w/2 coupons. Galactic Chronometry Year date 4.00
2 FRa w/2 coupons,GCY date 2.50
3 FRa 2.50
4 FRa crew tries to repair ship 2.50
5 FRa meets Phyllenile Reel 2.50
6 FRa vs Phyllenile Web 1:12 poster 2.50
7 FRa Ximos deals w/ his son 2.50
8 FRa prob's on Ratla Dry Dock 2.50
9 FRa 2.50
10 FRa focus on Ximos 2.50
11 2.50
12 2.50

LIMITED EDITION

1 w/hand-painted animat'n cel, sketchbook card 20.00

SCORPION CORPS

DAGGER (1993-current)

1 PDn 1:Scorpion Corps, low dist 2.75
2 PDn vs New Reich in N. Germny 2.50
3 PDn vs Reich force 2.50
4 PDn vs N. Reich & Staymasters 2.50
5 PDn 2.50
6 PDn vs Kynel Torque vs Riot 2.50
7 PDn Critical Mass prelude 2.50
8 PDn Critical Mass p1 2.50

SEA DEVILS

DC COMICS (1961-1967)

1 (1961) 300.00
2 150.00
3 1st 12-cent issue 100.00
4-6 75.00
7-12 45.00
13-18 40.00
19-24 30.00
25-35 25.00

SEBASTIAN O.

DC COMICS (1993)

1-3 SYe GMo Vertigo title 1.95

SPIDER-MAN UNLIMITED #5... Good buddies Spidey and the Human Torch joke their way through a battle with psycho Reynard Slinker and his henchmen, and Spidey also teams up with...the Bobster!

WIZARD PRICE GUIDE

THE SECOND NEW DR. MIRAGE

VALIANT (1993-current)

1 BCh BLa vs M Darque,poster ...3.00
. Gold Edition ... 65.00
2 BCh BLa Darque Passage p2 ... 2.75
3 BC BLa the Mirages go home ... 2.50
4 BCh BLa super-talent models ... 2.50
5 BC BLa x-over w/Shadowman ... 2.50
6 BCh BLa ... 2.50
7 BC BLa R D Eclipse Valiant Era II card ... 2.50
8 BC BLa seeking a cure ... 2.50
9 BCh BLa physical reunion ... 2.50
10 BCh BLa battle Dimensions ... 2.50
11 BCh BLa Dr Mirage Rising p2 ... 2.50

SECRET CITY SAGA

TOPPS (1993)

1 4 SD RTh Capt Glory Bombast Night Sider ... 2.95

SECRET DEFENDERS

MARVEL (1993-current)

1 ACl RTh Dr Strange Wolverine Nomad in stamped ... 2.75
2-9 Ac RTh ... 1.75
0 War Machine strike vs Nebula ... 1.75
1 Strikes x-over ... 1.75
2 team Mr ... x-over ... 2.50
3 Thanos becomes leader ... 1.75
14 TGu RM vs band of monks ... 1.75
15 MWy RM Thanos SD leader ... 1.95
16 MWy RM Avengers vs HYDRA ... 1.95
17 IDc TH MKa p2 ... 1.95
18 TGn BI MKa ... 1.95

SECRET ORIGINS

DC COMICS (1961)

1 one-shot ... 250.00

1ST SERIES (1973-1974)

1 ... 10.00
2 ... 5.50
3-4 ... 5.00
5-7 ... 4.25

2ND SERIES (1986-1990)

1 ... 4.00
2 ... 2.00
3-5 ... 2.25
6 Golden Age Batman ... 4.00
7-12 ... 2.25
13 O:Nightwing ... 3.00
14-38 ... 2.25
39 Animal Man ... 4.00
40-49 ... 2.25
50 ... 4.00
Annual ... 2.25
Annual 2 ... 2.25
Annual 3 ... 2.25
Special 1 SK NCa ... 5.50

SECRETS OF THE VALIANT UNIVERSE

VALIANT (1994-current)

1 included w Wizard's Valiant Special
2 Chaos Effect-Beta p4 ... 2.25

SECRET WARS

MARVEL (1984-1985)

1 MZe JSh 1 Beyonder R:Ultron Galactus vs Beyonder ... 4.00
2 MZe JSh Thing wants back to Ben Grimm vs Magneto ... 2.25
3 MZe JSh Spider-Man defeats the X-Men 1 Volcana,1 Titania ... 2.25
4 BLa JSh Molecule Man drops a mountain on the heroes ... 2.25
5 BLa JSh vs Galactus robot ... 2.25
6 MZe JSh R Kraven Wasp 1 Spider-Woman II shadowsk ... 2.25
7 MZe JSh Spider-Woman II Epic ... 3.00
8 MZe JSh & O Spider-Man's alien costume R Wasp vs mains lose ... 15.00
9 MZe JSh vs Galactus ... 2.00
10 MZe JSh Dr Doom defeats Galactus and the Beyonder ... 2.00
11 MZe JSh Dr Doom kills all of the superheroes ... 2.00
12 MZe JSh ... O Beyonder Dr Doom defeated,R:Heroes, She-Hulk replaces Thing in FF ... 2.00
TPB reprints #1-12 ... 19.95

SECRET WARS II (1985-1986)

1 Beyonder on earth ... 2.00
2 human form Beyonder ... 1.75
3 conquers Earth ... .75
4 Dazzler ... 1.75
5 1&O Boom Boom ... 2.00
6 Galactus ... 1.75
7 vs ... ... .75
8 Beyonder berzerk ... 1.75
9 O 2.00

SECRET WEAPONS

VALIANT (1993-current)

1 JPa Coming of the Darque Age p Shadowman Solar Bloodshot X O Manowar vs Dr Eclipse ... 3.00
2 JP Darque Age p3 ... 2.50
3 JP Emotional Fantasy,p1 Eternal War for Arch & Aesculapius Geoff others vs Iwatsu & Speedball ... 2.50
4 JP Solar others vs Scatterbrain ... 2.25
5 JP Nomak vs WEBNET ... 3.50
6 JPr The Horror Below,p1 ... 2.25
7 JP The Horror Below p2 ... 2.25
8 KBo JP ... 2.25
9 KBo JP team tries to keep weapons from WEBNET ... Eclipse card ... 2.25
10 KBo JP vs WEBNET ... 2.25
11 PG MF new team on new team in Tag Sector envelope ... 2.25
12 PG MF Bloodshot surprises ... 2.75
13 Chaos Effect Gamma p2 ... 2.25

SEEKER

SKY COMICS

1 Siker vs Juggernaut 1 T.A.C. Force ... 2.50
2 ... 2.50
3 ... vs Argus ... 2.50

SEX WARRIOR

DARK HORSE

1 1 Dakota the Sex Warrior ... 2.50
2 vs the Steroids ... 2.50

SGT. FURY & HIS HOWLING COMMANDOS

MARVEL (1963-1981)

1 ... 525.00
2 ... 210.00
3-6 ... 105.00
7-12 ... 75.00
13 Capt. America ... 165.00
14-20 ... 38.00
21-30 ... 30.00
31-50 ... 16.00
51-100 ... 10.00
101-150 ... 5.00
151-167 ... 4.50
SPECIAL 1 ... 75.00
SPECIAL 2 ... 25.00
SPECIAL 3 ... 16.00

MINI-SERIES

1-4 ... 2.00

2ND SERIES

1 ... 2.50
2-9 ... 1.50
ANNUAL 1 ... 2.50

SGT. ROCK

DC COMICS

1ST SERIES (1977-1988)
previously Our Army at War

302 ... 10.00
303-325 ... 6.00
326-360 ... 4.00
361-399 ... 3.00
400 ... 4.00
401-422 ... 3.00

SGT. ROCK SPECIAL (2ND SERIES, 1988-1992)

1 ... 3.00
1A (1992 one-shot) ... 4.00
2-20 ... 2.50

SGT. ROCK'S PRIZE BATTLE TALES (1964)

1 one-shot ... 90.00

SHADE, THE CHANGING MAN

DC COMICS (1977-1978)

1 SDi SC ... &O Shade ... 3.50
2 SD JO vs Kanigo ... 2.75
3 SD JO ... O walk ... 2.50
4 SD ... Meta ... 2.50
5 SD SC vs Supreme Decider ... 2.50
6 SD ... Khaos ... 2.25
7 SD SC vs ... Z Z ... 2.25
8 SD SD ... O ... M vest ... 2.25

2ND SERIES (1990-current)

1 CBc PM ... 4.00
2 CBc PM ... 3.00
3-6 CBc PMi ... 2.25
7-20 CBc PMi ... 2.00
21-31 CBc PMi ... 1.75
32 vertigo begins ... 1.75
33-35 ... 1.75
36 ... 1.95
37 the Passenger,p1 ... 1.95
38 The Great American Novel,p1 ... 1.95
39 CBc PMi ... 1.95
40 secrets of Hotel Shade ... 1.95
41-42 SDc PM ... 1.95
43 SDc PM History Lesson,p1 John Constantine ... 1.95
44 SDc PMi History Lesson,p2 ... 1.95
45 SDc PM History Lesson p3 ... 1.95
46 GDi PM Shade seeks advice ... 1.95
47 GDi PMi asks Lenny for help ... 1.95
48 PMi returns to Meta ... 1.95
49 CBc PMi Kathy reminisces ... 1.95
50 CBc PMi includes 8 pg pin-up gallery ... 2.95

SHADO: SONG OF THE DRAGON

DC COMICS (1992)

1-4 MLa MGr ... 4.95

THE SHADOW

DC COMICS (1973-1975)

1 Kaluta work ... 30.00
2 Kaluta work ... 20.00
3 Kaluta,Wrightson work ... 22.00
4 Kaluta work ... 20.00
5 ... 10.00
6 Kaluta work ... 20.00
7-2 ... 10.00

SHADOW CABINET

DC COMICS (1994)

0 Shadow War x-over DC's 1st #0 ... 2.50
1 Isembard origins revealed ... 1.75
2 vs Arcadian League ... .75
3 ... 1.75

SHADOWHAWK

IMAGE (1992)

1 JVa JVa w/Image O-coupon ... 15.00
1A JVa JVa w/o coupon ... 5.50
1B Newsstand ... 4.50
2 JVa JVa Spawn ... 5.00
3 JVa JVa glow-in-the-dark cvr ... 3.50
4 JVa JVa Savage Dragon ... 3.00

2ND SERIES (1993)

1 JVa ... 4.00
2 JVa IR Shadowhawk, silver embossed logo ... 4.00
3 JVa vs Slaughter hold-up cvr featuring S'hawk removing mask ... 3.25
4 ... 1.95

3RD SERIES (1993-current)

1 new ... developed ... 3.00
1A gold edition,4 000 copies ... 27.50
2 Regulators vs Deadline ... 2.75
3 teams w/Regs vs Deadline ... 1.95
4 JVa against the Liquifier ... 1.95
5 JVa ... 1.95

OUT OF THE SHADOWS (1993)

TPB JVa sees every appearance of Shadowhawk O cover ... 19.95

THE SECRET REVEALED (1993)

TPB reprints all 2nd series White's White cover ... 12.95

SHADOWHAWK GALLERY

IMAGE (1994)

1 various artists interpretations ... 1.95

SHADOWMAN

VALIANT (1992-current)

0 BH TRy true origin of Shadowman full chromium wrapped cvr ... 3.50
0A regular edition ... cvr ... 2.50
1 DLp SBr Shadowman ... 30.00
2 DLp SBr Sengoma ... 20.00
3 MMg FPe ... sosa ... 20.00
4 DLp JSh Unity ch6 Solar meets Shadowman Solar defeated ... 9.00
5 Unity ch14 vs Eternal Warrior and Magnus ... 9.00
6 loses Nora ... 7.00
7 vs ... of the night ... 7.00
8 Master Darque ... 16.00
9 JSp ISp vs Sosa the Soul Eater ... 5.00
0-12 BHI BH vs Master Darque ... 5.00
13 leaves The Big Easy ... 3.00
14 JC BHI Jack's journey begins ... 3.00
15 BHI BH mystery in Great Plains ... 3.00
16 JDi BHI Dr Mirage ... 9.00
17-18 JDi BHI Archer & Armstrong ... 2.50
19 JDi BH w/Steven Tyler and Aerosmith,in New Orleans ... 2.50
20-21 ... 2.50

Steel #5 Steel's family comes under attack because of his activities in his civilian guise, while his nephew seeks retribution on the gang leader responsible by taking S-TAR, an addictive super steroid

22 forced to work for Darque 2.50
23 vs Darque to save Dr. Mirage 2.50
24 tries to free self from Darque 2.50
25 Nightmare on Bourbon Street. Valiant Era II card. 2.50
26 vs Leland Paige in N. Orleans 2.50
27 vs drug lord 2.50
28 TRy BHI vs Master Darque. 2.50
29 TRy BHI Chaos Effect-Beta,p1 2.50
TPB reprints #1 3,6, w/Darque Passages comic 9.95

THE SHADOW MOVIE ADAPTATION

DARK HORSE (1994-current)

1 MKI movie adaptation 2.50

SHADOW OF BATMAN

DC COMICS (1985-1986)

1 reprints Detective Comics by MRo/TAu SEn 10.00
2-3 7.00
4 10.00
5 7.00

SHADOW OF THE BAT

DC COMICS (1992-current)

1 NBr AGr The Last Arkham,p1
1 Jeremiah Arkham 3.00
2 NBr AGr p2,Nightwing 1.50
3 NBr AGr p3 Robin 1.50
4 NBr AGr 1.50
5 NBr AGr Black Spider 1.50
6 DJo AGr Ugly American 1.50
7-9 TSa AGr Misfits 1.75
10-13 1.75
14 NBr AGr Gotham Freaks,p1 1.75
15 JSo AGr Gotham Freaks,p2 1.75
16 BB AGr The God of Fear,p1 tie-in w/Knightfal.,Scarecrow 3.00
17 BB AGr p2,Knightfall tie-in. Scarecrow,Anarky 2.50
18 BB AGr p3,Knightfall tie-in 2.50
19 BB AGr Knightquest The Crusade,p2 2.00
20 BB AGr K'quest The Crusade, p4 vs Tally Man 2.00
21 BB AGr K'quest The Search, p4,Bruce in London 1.75
22 Knightquest,The Search 1.75
23 Search,Wayne's new ID 1.75
24 vs black-mkt baby-selling gang 1.75
25 upgrades costume, Joe Public vs Corrosive Man 1.75
26 KQ The Crusade,vs Clayfaces 1.75
27 1.75
28 Gordon confronts new Batman 1.75
29 KnightsEnd,p2,Nightwing,dbl sz 2.95
30 KnightsEnd,p8,Batman vs Batman, featuring Catwoman & Nitwing 1.95

COLLECTOR'S SET

1 Issue #1,2 posters,Arkham Asylum pop-up & blueprints 6.50

SHADOW RIDERS

MARVEL (1993-current)

1 BWm JFn Marvel JK title,Cable 2.50
2 BWm JFn Cable,Ghost Rider 2.50
3-4 BWm JFn Cable 1.75

SHAMAN'S TEARS

IMAGE (1993)

1 MGr 1:Joshua Brand,origin story begins 3.50
2 MGr double-gatefold double-poster cover 2.50

AXIS COMICS (1994-current)

3 MGr vs Circle Sea & Bar Sinister 1.95

SHAZAM!

DC COMICS (1973-1978)

1 4.00
2-35 2.00

MINI-SERIES (1987)

1 1.50
2-4 1.25

ARCHIVES

1 49.95

SHE-HULK

MARVEL (1980-1982)

1 1:She-Hulk 6.00

SHE-HULK (2nd series) #4

© MARVEL

2-10 3.00
11-12 Morbius 3.00
13-25 2.00

2ND SERIES (1989-1994)

1 JBy JBy 2.50
2-8 JBy JBy 2.25
9-30 2.25
31 JBy JBy 2.50
32-35 JBy JBy 1.75
36 JBy JBy Christmas story 1.75
37-39 JBy JBy 1.75
40 JBy JBy special nude jump-rope issue 1.75
41-49 JBy JBy 1.75
50 2.95
51 1.75
52 TBl MEu To Die & Live in L.A.,D:She-Hulk 1.75
53 TBl MEu To Die & Live,p2 1.75
54 POl MEu p3 Wonder Man 1.75
55 POl MEu p4 Wyatt kidnapped 1.75
56 POl MEu p5 reunited w/Bruce 1.75
57 POl MEu p6,Jen & Hulk vs savage She-Hulk 1.75
58 POl MEu 1.75
59 POl MEu Jen defends villains 1.75
60 POl MEu final issue 1.75
TPB reprints #1-8 12.95

CEREMONY (1989)

1-2 4.00

SHI

CRUSADE (1994-current)

1 2.50

SHOWCASE

DC COMICS (1956-1978)

1 Firefighters 1,725.
2 King of the Wild 525.00
3 Frogmen 550.00
4 1&O:Silver Age Flash 17,000.00
5 Manhunters 650.00
6 1:Challengers of the Unknown 2,300.00
7 Challengers 1,100.00
8 Flash 5,600.00
9 Lois Lane 2,550.00
10 Lois Lane 1,300.00
11-12 Challengers 950.00
13 Flash 2,600.00
14 Flash 2,500.00
15 1:Space Ranger 950.00
16 Space Ranger 600.00
17 1&O:Adam Strange 1,400.00
18-19 Adam Strange 750.00
20 Rip Hunter 500.00
21 Rip Hunter 250.00
22 1:Hal Jordan as a Green Lantern 3,550.00
23-24 Green Lantern 1,000.00
25-26 Rip Hunter 175.00
27 1:Sea Devils 475.00
28-29 Sea Devils 250.00
30 Aquaman 450.00
31-32 Aquaman 250.00
33 Aquaman 250.00
34 1:Ray Palmer Atom 1,100.00
35 Atom 550.00
36 Atom 450.00
37 1:Metal Men 400.00
38 Metal Men 300.00
39-40 Metal Men 225.00
41-42 Tommy Tomorrow 90.00
43 Dr. No (James Bond) 325.00

SHOWCASE #22

© DC Comics

44 Tommy Tomorrow 55.00
45 Sgt. Rock 110.00
46-47 Tommy Tomorrow 45.00
48-49 Dave Carson 25.00
50-51 Spy 40.00
52 Dave Carson 40.00
53-54 G 30.00
55 Dr. Fate/Hourman 40.00
56 Dr. Fate/Hourman 50.00
57-58 Enemy Ace 65.00
59 Teen Titans 65.00
60 1:Silver Age Deadshot 135.00
61 Spectre 35.00
62 1:Inferno 5 45.00
63 Inferno 5 20.00
64 Spectre 75.00
65 Inferno 5 20.00
66-67 Beware Beast 10.00
68-72 10.00
73 1:Creeper 65.00
74 Anthro 45.00
75 1:Hawk & Dove 60.00
76 30.00
77 1:Angel & the Ape 30.00
78 12.00
79 1:Dolphin 17.00
80 Phantom Stranger 10.00
81 7.00
82-84 Nightmaster 37.00
85-87 10.00
88-89 5.00
90-93 Manhunter 5.00
94-96 Doom Patrol 8.00
97-99 Power Girl 4.00
100 star-filled issue 4.00
101-103 Hawkman 4.00
104 O.S.S. Spies,final issue 4.00

THE ESSENTIAL SHOWCASE (1993)

VOLUME 1 1956-1959 19.95

SHOWCASE '93

DC COMICS (1993)

1-4 1.95
5 Robin 2.75
6 Robin:Azrael 2.75
7 KJa DMo Knightfall,p13,Batman vs Two-Face,Deathstroke 4.00
8 KJa DMo Knightfall,p14,Batman vs Two-Face,D'hstroke,Fire,Ice 3.75
9 BWi DMo Huntress,D'stroke, Peacemaker,Katana 2.25
10 BWi DMo Huntress,Dr. Light, Deathstroke,Peacemaker Katana,M. Manhunter 2.25
11 Robin/Nightwing story,Katana, Dr. Light,Deathstroke,Deadshot Peacemaker,Wonder Woman 2.25
12 Nightwing,Robin,final issue 1.95

SHOWCASE '94

DC COMICS (1994)

1 Joker p1,Gunfire 1.95
2 Joker,Gunfire,Blue Beetle 1.95
3 newcomers in Blackgate Prison 1.95
4 softball game w/villains 1.95
5 PJr/BPa CDi Robin Huntress 1.95
6 PJr/BPa CDi Rob/Hunt. story,p3 1.95
7 PRL POa Batman vs Penguin 1.95
8 Secret Origin of Scarface,p1 1.95
9 Secret Origin of Scarface,p2 1.95

THE SHROUD

MARVEL (1994)

1 Spid.-Man hero's solo m-series 1.75
2 MWy MWb vs Scorpion & Mob 1.75
3 MWy MWb vs Cult of Kali 1.75
4 MWy MWb Spider-Man,vs Kali 1.75

SILVER SABLE

MARVEL (1992-current)

1 SBt GWr vs Hydra,silver embossed cover 2.00
2 SBt GWr 1:Gatling 1.25
3-12 1.25
13 SBt GWr Merc Wars,p3 1.25
14 SBt GWr Merc Wars,p6 1.25
15 SBt GWr Capt. America 1.25
16 SBt GWr Infinity Crusade, Paladin,Sandman,Rapture 1.25
17 SBt GWr Infinity Crusade 1.25
18 SBt GWr vs Venom 1.25
19 SBt GWr Venom 1.25
20 SBt GWr confronts C.I.A. 1.25
21 SBt GWr spotlight on Quentino 1.25
22 SBt GWr surprise villains 1.25
23 GWr Deadpool vs Sable 1.25
24 GWr vs Dmitr 1.50
25 GWr search for father dbl sz 2.00
26 JAr Sandman helps Trapster 1.50
27 vs. Man-Eater 1.50

SILVER SURFER

MARVEL (1968-1970)

1 JBu SLe 1:Shalla-Bal C.Silver Surfer 350.00
2 JBu SLe 1:Baboon 110.00
3 JBu SLe 1:Mephisto 100.00
4 JBu SLe Thor Loki 350.00
5 JBu SLe FF,Stranger 65.00
6 JBu SLe 1:Overlord 65.00
7 JBu SLe 1:Frankenstein 65.00
8 JBu SLe Mephisto 45.00
9 JBu SLe Mephisto 45.00
10 JBu SLe 1:Yarro Gort 45.00
11 JBu SLe Yarro Gort 35.00
12 JBu SLe Abomination 35.00
13 JBu SLe 1:Doomsday 35.00
14 JBu SLe Spider-Man 55.00
15 JBu SLe FF 35.00
16 JBu SLe Mephisto 35.00
17 JBu SLe Mephisto 35.00
18 JBu SLe Inhumans 35.00

ONE SHOT (1987)

1 JBy Return to Zenn-La 9.00

2ND SERIES (1987-current)

1 MRo SEn O:Silver Surfer 10.00
2 MRo SEn Shalla-Bal 6.00
3 MRo SEn R:Mantis 5.00
4 MRo SEn 1:Obliterator 5.00
5 MRo SEn vs Obliterator 5.00
6 MRo SEn O:Obliterator 4.50
7 MRo SEn Kree/Skrull war 4.50
8 MRo SEn Elders 4.50
9 MRo SEn Galactus,Elders 4.50
10 MRo SEn Galactus eats Elders 4.50
11 MRo SEn Reptyl,Nova 3.00
12 MRo SEn Reptyl,Nova 3.00
13 MRo SEn Ronan 3.00
14 MRo SEn Surfer vs Surfer 4.25
15 RL SEn Fantastic Four 11.00
16 RL SEn vs Malice 7.00
17 RL SEn Elders 5.00
18 RL SEn Galactus vs the In-Betweener,Elders 5.00
19 RL SEn Firelord,Starfox 5.00
20 RL SEn Firelord,Nova 5.00
21 MRo MRo vs Obliterator 3.00
22 RL SEn vs Ego 3.00
23 RL SEn vs the Dragon 3.00
24 RL SEn Computer-planet 3.00
25 RL SEn giant size (new Super-Skrull 3.00
26 RL SEn Super-Skrull 3.00
27 RL SEn Stranger 3.00
28 RL SEn 3.00
29 RL SEn Midnight Sun 3.00
30 RL SEn Midnight Sun 3.00
31 RL SEn giant size, Stranger, Living Tribunal 5.00
32 RFr JVa Mephisto 3.00
33 RL JVa Impossible Man 3.00
34 RL JSt R:Thanos 16.00
35 RL JSt R:Drax 13.00
36 RL JSt Impossible Man 8.00
37 RL JSt vs Drax 9.00
38 RL JSt Thanos vs Nebula 9.00
39 JSn AGr the Fight Game 6.50

Superboy #6 Superboy takes on the Parasite, with Dubbilex's help. The Milestone/DC crossover accelerates when Rocket shows up in this, the third installment of "Worlds Collide."

WIZARD PRICE GUIDE

40 RL JSt 1:Dynamo City 5.50
41 RL JSt Unemployment 5.50
42 RL JSt the Great 5.50
43 RL JSt leaves Dynamo 5.50
44 RL JSt Drax vs Thanos 5.25
45 RL JSt Thanos,Mephisto 5.25
46 RL JSt R:Adam Warlock 9.00
47 RL JSt Warlock vs Drax 9.00
48 RL JSt Galactus 5.25
49 RL JSt vs Thanos-beast 5.00
50 RL JSt O:Silver Surfer silver embossed cover Infinity Gauntlet Saga begins 10.00
50A 2nd Print 3.00
50B 3rd print 1.50
51 RL RMz Galactus,Nova 3.00
52 RL RMz Firelord vs Drax 3.00
53 RL RMz Surfer duplicate 3.00
54 RL RMz vs Rhino 3.00
55 RL RMz Infinity Nightmare,p1 3.00
56 RL RMz Infinity Nightmare,p2 3.00
57 RL RMz Thanos 3.00
58 TSm RMz Thanos 4.00
59 RL RMz Thanos 4.00
60 RL RMz Midnight Sun 2.50
61 RL RMz Collector 1:Collection Agency 2.50
62 RL RMz Collection Agency 2.25
63 RL RMz Captain Marvell Dark Silver Surfer 2.00
64 RL RMz Dark S.Surfer 2.00
65 RL RMz Reptyl 1.75
66 SCp RMz Love & Hate, 1:Avatar 1.75
67 KWe RMz Infinity War Galactus,Dr Strange 1.75
68 KWe RMz 1:Khoon,Infinity War, Galactus,Dr Strange 1.50
69-74 1.50
75 2.50
76 1.50
77-81 1.25
82 RL RMz Gladiator,Beta Ray Bill,dbl sz 1.75
83 TCr RMz Infinity Crusade 1.25
84 CHa RMz Infinity Crusade, meets parents 1.25
85 CHa RMz Infinity Crusade, vs Wonder Man & Storm bagged w/Dirt magazine 2.95
85A w/o Dirt magazine 1.25
86 Mad God,p2,Beta Ray Bill 1.25
87 Warlock,Dr.Strange vs Thor 1.25
88 Blood & Thunder,p10 1.25
89 search for Legacy .25
90 RMz vs Legacy 1.25
91 RL RMz search for Shalla Bal 1.25
92 RL RMz virtual reality story 1.50
93-94 RL RMz Return to Earth,p1-2 1.50
95 BSe Rmz Return to Earth,p3 1.50
ANNUAL 1 JSo SEn E War 6.00
ANNUAL 2 Atlantis Attacks 4.50
ANNUAL 3 RL JSt Lifeform 4.00
ANNUAL 4 RL RMz Konvalt 2.25
ANNUAL 5 2.25
ANNUAL 6 RMz 1:Legacy pinup gallery,bagged w/card 2.95

MINI-SERIES (1988-1989)

1 MOe vs Galactus 3.25
2 MOe vs Galactus 2.75
HC 19.95

ENSLAVERS

HC Earth invaded 16.95

HOMECOMING (1991)

GN BRe JSt return to Zenn-La, Moondragon 12.95

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JUDGMENT DAY

GN Mephisto vs Galactus 10.95

REBIRTH OF THANOS (1993)

TPB reprints #34-38 12.95

RESURRECTION (1993)

1-4 2.50

VS. DRACULA (1994)

1 reprints Tomb of Dracula #50 1.75

SIMPSONS COMICS

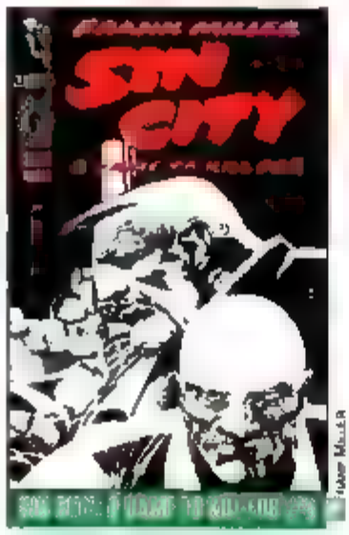
BONGO COMICS (1993-current)

1 SVa/CVa Amaz'g Colossal Homer flip cvr,Bongoverse poster 4.50
2 vs Sideshow Bob,flip bk w/Patty & Selma's Romance Comics 1.95
3 Bart framed for theft 1.95
4 substitute teacher goes nuts for Bart,flip bk. w/Busman,card. 2.25

SIMPSONS COMICS AND STORIES

WELSH PUBLISHING (1993)

1 Polybagged. 7.00
1A Newsstand 2.75



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DARK HORSE (1992)

SC FMi 15.00
HC signed & numb'd by FMi 79.95

A DAME TO KILL FOR (1993-1994)

1 mini-series by FMi 4.50
2 FMi 4.00
3 FMi Dwight vs Manute for Ava 3.25
4 FMi Dwight on the run 2.95
5 FMi 2.95
6 FMi final issue 2.95

SKIN GRAFT

DC COMICS (1993-current)

1 WPl JPr R:A. Tarrant (the Tattooed Man) 2.50
2-4 WPl JPr 2.50

SLEEPWALKER

MARVEL (1991-1994)

1 BBi BBu 1:Sleepwalker 6.00
2 BBi BBu 1&O: B-Ball 4.50
3 BBi BBu Dream War 3.75
4 RLe BBu 1:Bookworm 3.50
5-6 BBi BBu Spider-Man,Kingpin. 3.50
7 BBi BBu Chain Gang 3.25
8 BBi BBu Deathlok 3.25
9 BBi BBu 1&O: Lullabye 2.50
10 BBi BBu 1:Dream Team 2.25
11 BBi BBu Ghost Rider 2.00
12 JOu BBu Nightmare 2.00
13 Color Blindness,p1 2.00
14 BBi BBu p2,FF 1,Spectra 1.50
15-24 1.25
25 KKi BBu "oil-slick" holo-grafx foil cvr,dbl sz,new O:Sleepwalker 2.95
26 KKi BBu new O continues 1.25
27 KKr BBu Avengers 1.25
28 KKr BBu 1:Brainstorm 1.25
29 KKi BBu R:Spectra 1.25
30 KKr BBu 1.25
31 KKi BBu R:Rick Sheridan 1.25
32 KKr BBu Rick's fate 1.25
33 KKi BBu final issue vs Cobweb & Mindspawn,secrets revealed 1.25

HOLIDAY SPECIAL (1992)

1 2.00

SLUDGE

MALIBU (1993-current)

1 SGe 1:Sludge,1st chapter of Rune w/coupon for Rune #0 2.50
2 SGe vs Bloodstorm 1.95
3 SGe Break-Thru x-over,1 cord Pumpkin & Pistol,vs River Man 1.95
4 SGe vs talking alligators in NYC 1.95
5 SGe vs man-made monster 1.95
6 SGe 1.95
7 ALp SGe vs mobsters 1.95
8 ALp SGe Hoag's past investigated 1.95
9 ALp SGe learns secret of origin 1.95

SOLAR, MAN OF THE ATOM

VALIANT (1991-current)

1 DPe JSh Second Death,p1 O:Solar ("Alpha & Omega") by BSm,p1 31.50
2 DPe JSh Death,p2 Origin,p2 22.00
3 DPe JSh Death,p3, Origin,p3 25.00
4 DPe JSh Death,p4, Origin,p4 18.00
5 DPe JSh First Strike,p1,O ,p5 16.00
6 DPe JSh First Strike,p2,O.,p6 16.00
7 DPe JSh p3,vs X-O armor O.,p7 16.00
8 DPe JSh First Strike,p4,Origin p8,Solar returns to Earth 16.00
9 DPe JSh God-Child,O ,p9 16.00
10 DPe JSh dbl sz,black embossed cvr 1 Eternal Warrior O ,p10 55.00
10A 2nd print 8.00
11 SDi JSh Unity prelude,Eternal Warrior vs Harbinger 13.00
12 DPe JSh Unity,ch9 O:Unity 7.00
13 Unity,ch17,final battle w/Unity w/entire Valiant univ. 7.00
14 1:Bender,Solar brings Andar (new Geomancer) to Earth 20.00
15 Climax to battle w/Bender 10.00
16 B:a new life in Cara 4.00
17 B:a on moon,X-O Manowar 4.00
18 vs X-O Manowar 4.00
19 virtual reality 3.50
20 vs space vessel 2.25
21-22 Afraid of the Darque,p1-2 vs Master Darque 2.25
23 splits self into two beings 4.00
24 2.25
25 PGr KVh Coming of the Darque Age,p2 2.25
26-28 PGr KVh 2.25
29 PGr KVh Valiant Vision issue 2.25
30 PGr KVh vs parasite,VV cover 2.25
31 PGr KVh 2.25
32 PGr KVh Homecoming 2.25
33 PGr KVh Solar the Destroyer,p1 Valiant Era II card 2.25
34 PGr KVh Destroyer,p2 2.25
35 PGr KVh p3,major decision 2.25
36 KBo KVh Revenge Times Two p1 vs Dr Eclipse & Ravenus 2.25
37 Revenge Times Two,p2 2.25
38 Chaos Effect-Epsilon,p1 2.25
TPB #0 reprints #1-10,poster 9.95

SOLITAIRE

MALIBU (1993-current)

1 JJo vs King Pleasure,bgd w/cds 2.50
1A Enhancem't Free edit'n 1.95
2 Break-Thru x-over vs Moon Man 1.95
3 vs Monkey Woman cult 1.95
4 1.95
5 Solitaire vs Djinn 1.95
6 Solitaire battles his father 1.95
7 Double Tone 1.95

SOLO AVENGERS

MARVEL (1987-1989)

1 MBr TDe Hawkeye stories begin 4.00
2 MBr TDe Hawkeye 2.50
3 MBr TDe Moon Knight,Batroc 1.75
4-20 1.25
becomes Avengers Spotlight

THE SOLUTION

MALIBU (1993-current)

1 DRb JHu Rex Mundi,Quattro, group of mercenaries 1.95
2 DRb JHu vs Quattro. Rune story w/#0 coupon. 2.50
3 DRb JHu 1:Harmonica 1.95
4 DRb JHu 1.95
5 JHu Dropkick goes solo 1.95
6-8 JOs JHu Origin,p1-3 1.95
9 JSa JHu vs group of wizards 1.95
10 JSa JHu team must save Shadowmage 1.95

SON OF SATAN

MARVEL (1975-1977)

1 14.00
2 O:Possessor 6.00
3 6.00
4 5.50
5-8 5.00

SOUL SEARCHERS AND COMPANY

ECLIPSE (1993-current)

1 ACo PDa 1:S. Searchers & Co prev'w of Phantom of Fear City 2.50
2-4 ACo PDa Fear City story 2.50
5 ACo PDa Fear City 2.95
6 ACo PDa Soulsearchers try to revive falling company 2.95
7 ACo PDa the team breaks up 2.95

SPAWN

IMAGE (1992-current)

1 TMc TMc 1:Spawn. 1:PITT (as pin-up) 3.50
2 TMc TMc 1:Violator 11.00
3 TMc TMc pieces of his origin 9.50
4 TMc TMc w/Image O coupon, new powers 15.00
4A coupon cut out 5.00
5 TMc TMc 7.50
6 TMc TMc vs Overkill 5.75
7 TMc TMc B:The Quest 4.50
8 TMc AMo FMi poster 3.50
9 TMc NGa Angela,JLe poster 3.25
10 TMc DSi Cerebus 3.00
11 TMc FMi GDa poster 2.75
12 TMc TMc Chapel revealed to be Al Simmons' killer 2.50
13 TMc TMc Spawn vs Chapel 2.50
14 TMc TMc R:Violator 1.95
15 TMc TMc Violator 1.95
16-17 GCp GMo 3.00
18 GCp GMo 2.50
19 TMc TMc 1:The Freak 1.95
20-22 TMc TMc 1.95

CAPITAL CITY COLLECTION

1 special giveaway,reprints early Spawn issues 225.00

SPAWN/BATMAN:RED SCARE (IMAGE/DC) (1994)

1 3.95

SPECIAL MARVEL EDITION

MARVEL (1971-1974)

1 4.00
2-4 3.50
5-14 2.25
15 1&B:Shang-Chi (The Master of Kung-Fu) 21.00
16 Shang-Chi, 1:Midnight 17.00
becomes Master of Kung Fu

SUPERMAN #90... Westfield launches missiles from Cadmus in an attempt to destroy the Underworlders, while Dabney Donovan kills Westfield himself in retaliation

SPECTACULAR SPIDER-MAN

MARVEL

MAGAZINE (1968)

1 JRo SLe vs 1&L Richard M Raleigh 1&D Dr T Taxton 50.00
2 JRo SLe Green Goblin 70.00

REG. SERIES (1978-current)

1 SBu GCy vs Tarantula 45.00
2 16.00
3 SBu JSh Tarantula,Lightmaster 12.00
4 12.00
5 SBu AGo Vulture,Hitman 12.00
6 16.00
7 SBu AGo Morbius Empathoid 16.00
8 SBu AGo Morbius D Empath'd 16.00
9 SBu BMa 1 Cloak White Tiger 8.00
0 SBu BMa White Tiger 7.00
11 7.00
12 1 Razorback shadow 7.00
3 SBu BMa 1 Razorback (full) vs Hate-Monger 7.00
4 SBu BMa Razorback Hate-Monger revealed as Man-Beast 7.00
15 SBu BMa Razorback vs Man-Beast 7.00
16 SBu EMa Beetle 7.00
17 18 SBu BMa Angel vs Iceman 9.00
19 SBu BMa vs Lightmaster and Enforcers 7.00
20 SBu BMa Lightmaster 7.00
21 JMo BMa vs Scorpion 8.00
22 Moon Knight 9.00
23 8.00
24 FSp BMa 1 Hypno Hustler 7.00
25 JMo BMa vs Carrion,Masked Marauder Carrion 7.00
26 JMo BMa Daredevil 6.00
27 FMi BMa D Daredevil 1st Frank Miller Daredevil cover 17.00
28 FMi BMa Daredevil Carrion 14.00
29-37 4.50
38 Morbius 5.00
39 JRi BMa Schizoid Man, Spidey transformed into Lizard 4.50
40 FSp BMa Spider-Lizard 4.50
41-55 4.50
56 JMo RSt Jack-O-Lantern 15.00
57 JMo RSt Killer Shrike 4.50
58 JBy RSt Beetle Ringer 4.50
59 JMo RSt Beetle Gibbon 4.00
60 JMo RSt D-Spidey,dbl sz 5.50
61-63 4.00
64 1 Cloak & Dagger 15.00
65 BHI BMa Kraven 1 Calypso 3.50
66-68 3.00
69 EHa BMa Cloak & Dagger Silvermane 9.00
70 EHa BMa Cloak & Dagger Silvermane 9.00
71-74 3.50
75 AMi BMa Black Cat The Owl Dr Octopus 5.00
76 AMi BMa Black Cat shot 3.50
77-79 3.50
80 RF BMa D J Jonah Jameson 3.50
81 AMi BMa Punisher,Kingpin, Cloak & Dagger 14.00
82 AMi BMa Punisher vs Kingpin Cloak & Dagger 14.00
83 GLa BMa Black Cat trial of the Punisher 9.00
84 3.00
85 Hobgoblin 27.00
86-89 3.00
90 AMi AM Black Costume in Spectacular Spider-Man 5.00
91 AMi AM Blob,D Jonus 4.50
92 AMi AM Answer 4.00
93-97 3.00
98 1 Spot 4.00
99 HTr AMi the Spot 3.00
100 Kingpin 5.00
101 2.75
102 LLe CBu Killer Shrike 2.75
103 2.75
104 VGr BMa Rocket Racer 1 Bounty Hunter 2.75
105 LMc PDa Wasp,Paladin 2.75
106 Paladin,Wasp 2.75
107 RBu PDa The Death Of Jean DeWolff ,p1,Mat Murdock 3.25
108 RBu PDa p2 Stan Carter 2.75
109 RBu PDa p3,Daredevil 2.75
110-111 2.75
112 MBe PDa Santa Claus 2.75
113 BMr PDa Boarding House 2.75
114 JBz LKa phony Spider-Man 2.75
115 Dr Strange 2.75
116 RBu PDa Sabretooth, 1 Alexander 6.00
117 RBu PDa missing in action, Black Cat,Dr Strange 2.75
118 MZe PDa S H I E L D 2.75
119 RBu PDa Sabretooth vs Black Cat 6.00
120-124 2.75
125-126 Spider-Woman 2.50
127 2.50
128 AKu PDa DD Silver Sable, 1 Black Cat's new costume 3.00
129 AKu PDa vs Foreigner 2.50
130 2.50
131 MZe JDm Kraven's Last Hunt,p3 Kraven vs Vermin 9.00
132 MZe JDm Kraven's Last Hunt,p6 vs Vermin 9.00
133 CMa ANo Am Spider",p3 7.00
134 SBu PDa Return of the Sin-Eater,p 3.00
135 SBu PDa Return of the Sin-Eater p2 Electro 3.00
136 SBu PDa p3 D Sin-Eater 3.00
137-138 Captain America, Tarantula 5.00
139 SBu GCy Tombstone 3.00
140 SBu GCy Punisher Tombstone 7.00
141 SBu GCy Punisher 7.00
142 SBu GCy Punisher,Persuader Tombstone 7.00
143 SBu GCy Punisher 7.00
144 SBu GCy Tama Janowitz Boomerang 3.00
145 SBu GCy Boomerang, 1 Kristy Watson 3.00
146 SBu GCy Inferno 3.00
147 SBu GCy Demonic Hobgoblin Inferno 18.00
148 SBu GCy Inferno 3.00
149 SBu GCy D Carrion, 1 Carrion II 4.00
150 SBu GCy Tramp Joe Robertson 3.00
151 SBu GCy Puma Tombstone Joe Robertson 3.00
152 Lobo Brothers 3.00
153 3.00
154 SBu GCy Puma,Chameleon Hammerhead 3.00
155 SBu GCy Tombstone 3.00
156 SBu GCy Banjo,Bug Eye 3.00
157 3.00
158 SBu GCy Acts of Vengeance 1 Cosmic Spider-Man 12.00
159 SBu GCy Acts,Dr Doom, Wizard, Brothers Grimm 8.00
160 SBu GCy Dr Doom Tess 1 Rhino,Hydro Man Shocker 6.50
161 2.50
162 SBu GCy Hobgoblin Carrion Mr Fantastic 4.00
163 SBu GCy Hobgoblin Tombstone Hammerhead D Carrion II 4.00
164 SBu GCy Puma 2.25
165 SBu GCy Knight & Fogg D Arranger 3.00
166-167 SBu GCy Knight & Fogg 2.25
168 SBu GCy Avengers 2.25
169 SBu GCy 1 Outlaws Avengers 3.00
170 SBu GCy Avengers Outlaws 2.75
171-172 SBu GCy vs Puma 2.75
173-174 SBu GCy Dr Octopus 1.75
175 SBu DMi Dr Octopus .75
176 SBu KBu 1 Corona 2.25
177 SBu KBu Corona 2.25
178 SBu JDm Vermin,The Child Within p .75
179 SBu JDm p2 Vermin 1.75
180 SBu JDm p3 R Green Goblin 1.75
181 SBu JDm p4 Green Goblin .75
182 SBu JDm p5 Green Goblin 1.75
183 .75
184 SBu JDm Green Goblin Molten Man 1.50
185 SBu JDm 1 Walrus,Frog Man 1.50
186 SBu JDm Funeral Arrangements p1 Vulture .50
187-188 SBu JDm p2-3 Vulture 1.50
189 SBu JDm Hologram cover vs Green Goblin 9.00
189 2nd printing(gold) 3.25
190 SBu JDm Gr Goblin,Rhino 1.25
191-193 Eye of the Puma 1.25
194-196 Death of Vermin .25
197 Original X-Men 2.00
198-199 X-Men 2.00
200 D Green Goblin double size 4.00
201 Maximum Carnage,p5 1.25
202 Maximum Carnage,p9 1.25
203 SBu JDm Maximum Carnage p13,Capt. America,B Cat,Iron Fist F'star Cloak D'lok,Morb's 1.75
204-206 SBu SGr vs Tombstone 1.25
207 SBu SGr Ghost Rider the new w/Siege of Darkness 1.25
208 SBu SGr Nightstalkers 1.25
209 SBu SGr the Foreigner 1.25
210 SBu SGr teams w/Foreigner turning on Black Cat 1.25
211 SBu SGr Pursuit,p2 1.25
212 SBu SGr vs Master of Vengeance 1.50
213 Hal Mary,p vs Typhoid Mary metallic ink cvr 16-pg book 2.95
213A regular edition 1.50
214 JF ANo Hal Mary conclusion 1.50
215 SBu TDe vs the Scorpion 1.50
ANNUAL 1 5.00
ANNUAL 2 JMi BMa 1&2 Razorback 4.50
ANNUAL 3 JS Man-Wolf 4.50
ANNUAL 4 Kua BMa May 4.50
ANNUAL 5 MBe PDa AGE 4.25
ANNUAL 6 MBe PDa 4.25
ANNUAL 7 AL Dana & Mary Jane 4.25
ANNUAL 8 4.00
ANNUAL 9 DR MBe G Arranger 4.00
ANNUAL 10 P Spidey 2 1.50
ANNUAL 11 1.50
ANNUAL 12 2.25
ANNUAL 13 JBy JDm pc,bagged wrap 2.95

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THE SPECTRE

DC COMICS (1967-1969)

1 70.00
2-5 NAd 40.00
6-8 20.00
9 BWr 22.00
10 final issue 19.00

2ND SERIES (1987-1989)

1 GCo DMo 3.00
2 GCo DMo 2.75
3-9 2.00
10-11 Batman,Millennium 1.75
12-30 1.75
31 final issue 1.75
ANNUAL 1 2.50

3RD SERIES (1992-current)

1 TMa JOs 4.00
2 TMa JOs 2.50
3-6 TMa JOs 2.00
7 TMa JOs 1.75
8 TMa JOs glow-in-the-dark cvr 2.50
9-12 TMa JOs 1.75
13 TMa JOs Halloween issue glow-in-dark,Count Vertigo 2.50
14 TMa judges humanity 1.75
15 TMa P Stranger,Demon 1.75
16 TMa in Northern Ireland 1.75
17 TMa travels to Eclipso's citadel 1.75
18 TMa finds human race guilty 1.75
19 TMa vs Naiad 1.75
20 Nicodemus Hazzard Lucien 1.75
21 vs Naiad,Superman app 1.95

CRIMES & PUNISHMENTS

TPB reprints #1-4 (3rd series) 9.95

© MARVEL

SPIDER-MAN

MARVEL (1990-current)

1 TMc TMc Torment,p1 Black Cover 8.00
1A Black cover,bagged 25.00
B Green cover 6.00
C Green cover w/UPC 12.00
D Green cover bagged 8.00
E Green cover w/UPC,bagged 15.00
F Platinum cover 300.00
G 2nd print Gold cvr 6.00
H 2nd print Gold cvr w/UPC 18.00
2 TMc TMc p2 Lizard Calypso 5.50
3 TMc TMc p3 vs Lizard,Calypso, Kraven,Nightmare 5.00
4 TMc TMc p4 Lizard D Calypso 5.00
5 TMc TMc p5 vs Calypso 5.00
6 TMc TMc G Rider Hobgoblin 6.00
7 TMc TMc G Rider vs Hobgoblin 6.00
8 TMc TMc Wolverine, Perceptions p1 5.00
9 TMc TMc p2 Wolvie Wendigo 4.00
10 TMc TMc p3,Bigfoot murders, Wolverine vs Wendigo 4.00
11-12 TMc TMc p4-5 Wolverine 4.00
13 TMc TMc Sub City,p1 Morbius 6.00
14 TMc TMc p2 Morbius & the homeless 6.00
15 ELa ELa Beast vs Master Blaster Powerhouse 4.00
16 TMc TMc vs Juggernaut,X-Force x-over with X-Force #3 & 4 5.00
17 RLe ANo Thanos Death dream 4.00
18 ELa ELa Revenge of the Sinister Six,p1 Ghost Rider 3.25
19 ELa ELa p2,Hulk,Hobgoblin 2.75
20 ELa ELa p3,Hulk Deathlok, Nova Solo,Diablo backup story 2.50
21 ELa ELa p4 2.00
22 ELa ELa p5,Sleepwalker Ghost Rider,Deathlok 2.00
23 ELa ELa p6,gatefold cover Nova, Solo FF Hulk G Rider,Deathlok 2.00
24 LAx HMa Infinity War Hobgoblin 1.75
25 1.75
26 4.00
27-34 1.75
35 TLy DMi Maximum Carnage,p4, Black Cat Cloak 1.75
36 TLy DMi Maximum Carnage,p8, Iron Fist Deathlok,Morbius 1.75
37 TLy DMi Maximum Carnage,p12 NYC in flames 1.75
38 Kua JDm Light the Night,p1 Electro 1.75
39-40 Kua JDm p2-3,vs Electro 1.75
41 JAr TKa Iron Fist 1.75
42 JAr TKa I Fist vs Ammo 1.75
43 JAr TKa I Fist vs A.R.M.S 1.75
44 TLy HMa 1 Dealer 1.75
45 TLy HMa Pursuit,p1 1.75
46 TLy HMa vs Hobgoblin metallic ink cvr 16-pg book 2.95
46A regular edition 1.50
47 TLy HMa vs Demogoblin 1.95
48 TLy HMa vs Demogoblin 1.95
49 TLy HMa final fate of the Demogoblin 1.95

SUPERMAN/DOOMSDAY #2... Waverider shows Superman the origin of Doomsday, who was created by alien geneticists 250,000 years ago. Darkseid recovers, and eliminates the Cyborg

WIZARD PRICE GUIDE

SPIDER-MAN AND HIS AMAZING FRIENDS

MARVEL (1981)

1 DSp DMr TV show adaptation, 1:Firestar (outside of regular Marvel Universe),Iceman 5.00

SPIDER-MAN: THE ARACHNIS PROJECT

MARVEL (1994-current)

1 AWm MLc mystery at museum ..1.75

SPIDER-MAN BOOKS

MARVEL

ASSASINATION PLOT
TPB reps Amaz Spid #320-325 14.95

CARNAGE
TPB reps Amaz Spid. #361 363. ..6.95

CHAOS IN CALGARY
1 One Shot....1.50

COSMIC ADVENTURES (1993)
TPB 19.95

DEATH OF JEAN DEWOLFF
TPB 10.95

DOUBLE TROUBLE
2 One Shot 1.50

FEAR ITSELF
GN 12.95

HIT AND RUN (1991)
3 One Shot Canadian giveaway 1.50

HOOKY (1986)
TPB BWr 6.95

KRAVEN'S LAST HUNT (1989)
HC Reprints 19.95

NOTHING STOPS THE JUGGERNAUT
GN reprints Amaz #229-230 ....3.95

ORIGIN OF THE HOBGOBLIN (1992)
TPB....14.95

PARALLEL LIVES (1989)
GN O: Doctor Octopus 6.95

[illegible]
TPB MBa AMi 15.95

SAGA OF THE ALIEN COSTUME (1992)
TPB 9.95
TPB 2nd printing 12.95

SKATING ON THIN ICE (1990)
1 One-Shot Canadian giveaway 1.50

SPIDER-MAN SPECIAL ED: TRIAL OF VENOM (1992)
1 UNICEF book 15.00

SPIDER-MAN VS VENOM
TPB TMc Reprints....9.95

SPIRITS OF THE EARTH
HC Hellfire Club 18.95

SOUL OF THE HUNTER (1992)
GN sequel to Kraven's Last Hunt ..5.95

TORMENT (1992)
TPB rep Spider-Man #1-5 ....12.95
TPB 2nd printing 12.95

VENOM RETURNS
TPB ELa DMi reprints,rematch btw. Spider-Man & Venom ..12.95

THE WEDDING
TPB reprints 12.95

SPIDER-MAN CLASSICS

MARVEL (1993-current)

1-14....1.25
15 reprints Amazing S-Man #14, metallic ink cvr 16-pg book 2.95
15A regular edition 1.25
16 reprints Amazing S-Man #15...1.25

SPIDER-MAN: MUTANT AGENDA

MARVEL (1994)

0 SKo SGr keepsake edition for crossover w/comic strip. 1.25
1 SKo SGr Part 1 of crossover 1.75
2 SKo SGr Beast,vs Brand Corp. ..1.75
3 SKo SGr story concludes....1.75

SPIDER-MAN SAGA

MARVEL (1991-1992)

1-3 Spider-Man history 2.95
4 Hobgoblin to Venom....2.95

SPIDER-MAN 2099

MARVEL (1992-current)

1 RLe PDa Origin 6.00
2 RLe PDa Origin cont'd 3.00
3 ....2.50
4 ....2.00
5-10....1.50
11-12 RLe PDa 1.50
13 RLe PDa....1.25
14 RLe PDa focus on J. Boone 1.25
15 RLe PDa trapped in Valhalla 1.25
16 RLe PDa Fall of the Hammer (1st 2099 x-over) begins 1.25
17 ....1.25
18 RLe PDa vs Discord 1.25
19 RLe PDa vs Discord....1.50
19 RLe PDa....1.50
20 RLe PDa O:Lyla....1.50
21 RLe PDa 1.50
22 RLe PDa Ventura....1.50

SPIDER-MAN UNLIMITED

MARVEL(1993-current)

1 RLi TDe Maximum Carnage p1,Carnage changes 4.50
2 RL TDe Maximum Carnage,p14..4.25
3 RL TDe Doc Octopus past 3.95
4 RL TDe 3.95
5 RL TDe Human Torch 3.95
6 RL TDe Thunderstrike 3.95

SPIDER-MAN VS DRACULA

MARVEL (1994)

1 reprints giant-sz Spid-Man #1 ..1.75

SPIDER-MAN VS WOLVERINE

MARVEL (1987)

1 MBr JOw D:Hobgoblin....25.00
1A 2nd print,PF 4.95

SPIDER-MAN: WEB OF DOOM

MARVEL (1994-current)

1 SKo JHa SMi accused of murder 1.75

SPIDER-MAN/X-FACTOR: SHADOWGAMES

MARVEL (1994)

1 PBr KBu team-up mini-series ..1.95
2 PBr KBu vs Shadowforce One ..1.95
3 PBr KBu final showdown 1.95

SPIDER-WOMAN

MARVEL

SERIES (1978-1983)
1 O:Spider-Woman (J. Drew) 6.50
2-12 ....1.50
13-36 ....2.00
37 X-Men cameo 4.00
38 1:Siryn,X-Men 1.50
39-49 ....1.00
50 O:Sp'r-Wmn,dbl sz,photo cvr 4.00

MINI-SERIES (1993-1994)
1 RTh mini-series w/new Spid Woman,vs Deathweb, looks for truth about powers 1.75
2 RTh SW's true origin revealed 1.75
3 RTh SW rushes to save d'ghter 1.75
4 RTh SW vs D'web,U.S.Agent....1.75

SPIRITS OF VENGEANCE

MARVEL (1992-current)

1 AKu HMa Ghost Rider/Blaze 3.25
2 AKu HMa 2.00
3-11 ....1.75
12 AKu HMa glow-in-the-dark cvr 2.95
13 AKu HMa Midnight Massacre. p5,"Darkhold Envelope" cvr 2.25
14 MMn HMa Road to Veng. The Miss'g Link,p2,Blaze's powers & appear. change,neon ink cvr 1.75
15 Road,p4,Blaze's new costume, Blz. vs Vengeance,neon ink cvr 1.75
16 ....1.75
17 Siege of Darkness,p8 ....1.75
18 ....1.75
19 Blaze vs Varnae....1.75
20 Blaze teams w/Vengeance. 1:Ghost Battalion 1.75
21 Blaze reunited w/family. vs shape-shifting wolf people 1.75
22 search for Miranda's son 1.95

SPLITTING IMAGE

IMAGE (1993)

1-2 RLd image spool 1.95

SPYKE

MARVEL

1 BRe MBo 1:Spyke, metallic ink cover 2.50
2-4 BRe MBo 1.95

SQUADRON SUPREME

MARVEL (1985-1986)

1 BHi MGn 5.50
2 BHi MGn 3.25
3 BHi MGn 2.50
4-5 BHi MGn 2.25
6-10 PRy MGn 2.25
11 PRy MGn 2.00
12 PRy MGn several char's die ..3.25

DEATH OF A UNIVERSE
GN PRy MGn more char's die 9.95

STANLEY & HIS MONSTER

DC COMICS (1993)

1-3....1.50

STARBLAST

MARVEL (1994-current)

1 cosmic-oriented Marvel x-over 2.00
2 ASm MGn Quasar,Binary,others 1.75
3 Starblast,p8,New Universe 1.75
4 concl'n,changes in New Univ. ..1.75

S.T.A.R. CORPS

DC COMICS (1993-current)

1 mini-series focussing on new S.T.A.R. Labs....1.50
2 two scientists become Fusion ..1.50
3 1:Brainstorm 1.50
4 Ndoki created 1.50
5 Trauma created 1.50
6 final issue,heroes join forces ..1.50

STAR SLAMMERS

MALIBU (1994)

1 WSi mini-series w/intergalactic mercenaries,Gold Stamp ..2.50
2 WSi Rojas fights alone,w/Bravura Gold Stamp 2.50

STAR SPANGLED WAR STORIES

DC COMICS (1952-1977)

1 (numbered as #131 ....450.00
2 (numbered as #132) 350.00
3 (numbered as #133) 300.00
4-6 ....250.00
7-12 ....175.00
13-18....125.00
19-24....100.00
25-30 ....90.00
31 1st Code-approved issue 75.00
32-36....65.00
37-48 ....55.00
49-60....50.00
61-83....45.00
84 ....40.00
85-89 ....60.00
90 1st dinosaur story 200.00
91 ....30.00
92 Dinosaur 100.00
93 ....30.00
94-99 Dinosaur 85.00
100 Dinosaur 100.00
101-125....60.00
126 ....25.00
127-133....45.00
134 Dinosaur 60.00
135-137 ....50.00
138 B:New Enemy Ace 55.00
139 O:Enemy Ace 25.00
140-145....20.00
146 1st 15-cent issue 12.00
147-150. ....15.00
151 1:Unknown Soldier 30.00
152-153. ....10.00
154 O:Unknown Soldier 22.00
155 ....10.00
156 1:Battle Album 7.50
157-161 ....5.00
162-175....3.00
176-204 2.50

STAR TREK

DC COMICS (1984-1988)

1 ....10.00
2-4 ....6.00
5 ....5.00
6-10. ....4.50
11-20....4.00
21-32....3.50
33 ....3.50
34-49. ....2.00
50 ....3.00
51-56....2.00
ANNUAL 1 ....3.50
ANNUAL 2-3....3.00

2ND SERIES (1989-current)
1 TSu MWb 7.00
2 TSu MWb 3.75
3-5 TSu MWb 2.50
6-12....2.25
13-25 ....2.00
26-49....1.75
50 anniv issue,double sz 3.50
51-60 ....1.75
61 RWh SWi Spock returns to Talos IV 1.95
62 RWh Kirk buried alive 1.95
ANNUAL 1-4....3.50
SPECIAL 1 RWh PDa RiRu Blaise .3.50

BEST OF STAR TREK (1991)
TPB rep #5,10-11,24-25, Annuals #2-3 (2nd series) ..19.95

DEBT OF HONOR
HC AHu CCI 24.95
SC 14.95

MIRROR UNIVERSE SAGA (1991)
TPB Reprints....19.95

MODALA IMPERATIVE (1991)
1 ....2.00
2-4 ....1.75
TPB. 19.95

MOVIE SPECIALS (1984-1992)
III Search for Spock 1.50
IV Voyage Home 1.50
V Final Frontier 2.00
VI Undiscovered Country 2.95
VI(A) Prestige Format 5.95

WHO KILLED CAPTAIN KIRK?
TPB PDa reprints ST (1st) #49-55 16.95

STAR TREK

GOLD KEY (1967-1979)

1 photo cvr 375.00
2 photo cvr 200.00
3-6 photo cvr 150.00
7-9 photo cvr 125.00
10-12....60.00
13-24....50.00
25-36....40.00
37-60....25.00
61 final issue 25.00

SUPREME #12 Having lost his own powers, Supreme faces Griz ock's Supreme Slayer armed only with the power Thor's hammer provides.

STAR TREK

MARVEL (1980-1982)

1 ..... 5.00
2 ..... 3.50
3-18 ..... 2.50

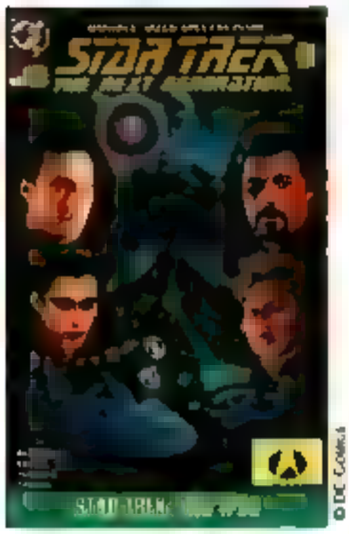
STAR TREK: DEEP SPACE NINE

MALIBU (1993-current)

1 from TV series,Direct Mk. [illegible] 3.00
1A [illegible] 1.95
1B Dual Foil Cover [illegible] enhanced gold & silver foil logo on flat black matte-finish [illegible]
2-9 ..... [illegible]
10 Descendents ..... [illegible]
11 w/Bounceback Sheet 2.50

HEARTS AND MINDS (1994)

1 Klingons prepare for war with the Cardassians 2.50



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STAR TREK: THE NEXT GENERATION

DC COMICS

MINI-SERIES (1988)

1 ..... 12.00
2 ..... 9.00
3-6 ..... 4.00

REG.SERIES (1989-current)

1 ..... 12.00
2 ..... 7.50
3 ..... 6.50
4-6 ..... 5.00
7-12 ..... 4.00
13-30 ..... 3.00
31-38 ..... 2.50
39-46 ..... 2.00
47-49 The Worst of Both Worlds,p1-3 ..... 2.00
50 Worlds,p4,double sz 3.50
51-60 ..... 1.75
61 Children,p3,Picard must rescue Riker's away team 1.95
62 Deanna Troi stalked by killer 1.95
ANNUAL 1 ..... 3.00
ANNUAL 2 ..... 3.50
SPECIAL 1 3 new stories 3.50

THE BEST OF ST:TNG

TPB reprints various stories 19.95

MODALA IMPERATIVE (1991)

1-4 Spock & McCoy 1.75

THE STAR LOST (1994)

TPB reprints #20-24 ..... 14.95

ST:TNG THE SERIES FINALE (1994)

JPh,JMz MFr adapt'n of last episode 3.95

STAR WARS

MARVEL(1977-1986)

1 ..... 30.00
1A 35-cent cover w/UPC code 375.00
2-6 ..... 6.00
7-12 ..... 3.00
13-24 ..... 2.50
25-40 ..... 1.75
41-96 ..... 1.50
107 WPo final issue 1.75
ANNUAL 1 ..... 3.00
ANNUAL 2-3 ..... 2.50

STAR WARS

MARVEL

1 UK version 2.95

STAR WARS

DARK HORSE

1-3 UK Edition 2.95

STAR WARS: DARK EMPIRE

DARK HORSE (1991-1992)

1 [illegible] Return of [illegible] 30.00
2 [illegible] ..... [illegible]
3 [illegible] ..... [illegible]
4-5 [illegible] ..... [illegible]
6 [illegible] 10.00

STAR WARS; DROIDS

DARK HORSE (1994-current)

1 [illegible] series [illegible] ..... [illegible]
2 droids stolen from the [illegible] ..... [illegible]
3 droids forced to fight in arena 2.50

STAR WARS: TALES OF THE JEDI

DARK HORSE (1993-1994)

1 ..... 5.00
2 ..... 4.00
3 ..... 3.50
4 ..... 3.00
5 DRc TVe Nomi vs Bogga ..... [illegible]

STARWATCHERS

VALIANT (1994-current)

1 MLe TBe new team,wraparound chromium cover,in V Vision 3.50
2 MLe TBe vs. Spider Aliens,in V Vision 2.25
3 Chaos Effect-Epsilon,p2 ..... 2.25

S.T.A.T.

MAJESTIC (1993-current)

1 S.T.A.T.,fight for Dumbstruck 2.25
2 teammates fight each other 2.25
3 Brick & Wildside vs Flatline & Critical Mass 2.50
4 Brick goes AWOL 2.50
5 spaceship situation 1.50

STATIC

DC COMICS (1993-current)

1 Direct Market edition,O Static 3.50
1A Newsstand ed. [illegible] 50
1B Platinum Edition 30.00
2-3 50
4 Holocaust 1.50
5 vs mall shoplifters 50
6-7 ..... 1.50
8 Shadow War 50
9 vs Virus 1.50
10 vs Poll 1.50
11 vs Coil & Poll 1.50
12 [illegible] 1.50
13 vs Joyr [illegible] JBy cv 1.50
14 Worlds Collide,p14, x-over concludes 2.50

STEEL

DC COMICS (1993-current)

1 CBl JBg/LSi solo ser's for [illegible] H [illegible] 1.50
2 CBl JBg/LSi gang war 1.50
3 CBl JBg/LSi vs Ameritek 1.50
4 CBl JBg/LSi vs Tar addict 1.50
5 CBl JBg/LSi vs his nephew 1.50
6 CBl JBg/LSi Worlds Collide,p5 ..... 1.50
7 CBl RJBg/LSi Worlds Collide,p12 ..... 1.50
ANNUAL 1 URa JBg,JBd Eleworlds story set in 1800's 2.95

STORMWATCH

IMAGE (1993-current)

0 O:Stormwatch,bagged w/card 2.50
1-5 ..... 1.95
6 Heroes Requiem,p1 95
7 [illegible] 1.95
8 S'Watch teams w/RipClaw 95
9 R:S'Watch Prime 1,Battle 1.95
25 Images of Tomorrow book 2.50
10 team battles Talos in Japan 1.95

SOURCEBOOK

1 secret classified info 2.50

YEARBOOK

1 team sent to other dimension 3.50

STRANGE ADVENTURES

DC COMICS (1950-1973)

1 Movie photo cvr 1,500.00
2 ..... 800.00
3-6 ..... 500.00
7-8 ..... 400.00
9 1&O:Captain Comet 800.00
10-12 ..... 400.00
13-18 ..... 300.00
19-24 ..... 200.00
25-36 ..... 200.00
37-38 ..... 175.00
39 Seduction issue 250.00
40-48 ..... 75.00
49 Last Capt. Comet story 75.00
50-53 ..... 60.00
54 [illegible]st Code-approved issue 100.00
55-75 ..... 70.00
76-99 ..... 50.00
100 [illegible] anniv issue 75.00
101-[illegible] 6 ..... 30.00
[illegible] 1&O Atomic Knights 325.00
[illegible]-119 ..... 30.00
[illegible] Atomic Knights 135.00
[illegible]-122 ..... 30.00
[illegible] Atomic Knights 80.00
[illegible]-125 ..... 25.00
[illegible] Atomic Knights 60.00
127-128 ..... 25.00
129 Atomic Knights 40.00
[illegible] 131 ..... 25.00
[illegible] Atomic Knights 40.00
[illegible] 134 ..... 25.00
[illegible] Atomic Knights 40.00
[illegible] 137 ..... 25.00
[illegible] Atomic Knights 40.00
139-140 ..... 25.00
141 Atomic Knights 40.00
142-143 ..... 20.00
144 Atomic Knights 40.00
145-[illegible] 20.00
146 Atomic Knights 40.00
147-148 ..... 20.00
149 Atomic Knights 33.00
150-[illegible] 20.00
151 Atomic Knights 27.00
152-[illegible] 20.00
154 Atomic Knights 27.00
155-[illegible] 20.00
156 [illegible] Rovers 20.00
160 Atomic Knights 27.00
161-[illegible] 11.00
[illegible] Rovers 11.00
[illegible] 11.00
[illegible] Immortal Man 11.00
[illegible] 11.00
[illegible] 5 Animal Man 19.00
[illegible] ..... [illegible]
[illegible] Man ..... [illegible]
[illegible] Man [illegible] costume 25.00
[illegible] 4.00
[illegible] Man 75.00
[illegible] 30 ..... 4.00
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113 80 Pg. Giant #g-50 ..... 8.00
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140 80 Pg. Giant #G-86 ..... 8.00
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becomes Superman Family

SUPERMAN: THE MAN OF STEEL

DC COMICS (1991-current)

1 JBg LSi Krypton Man 3.00
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3 JBg LSi War of the Gods 1.25
4-5 JBg LSi 1.25
6 JBg LSi Blackout,p3 ..... 1.25
7 JBg LSi 1.25
8 KDw LSi Jolt & Blockhouse 1.25
9 JBg LSi Panic In The Sky p1 ..... 1.25
10 JBg LSi Panic,p5,Brainiac 1.25
11 JBg LSi Flashpoint 1.25
12 JBg LSi Underworld 1.25
13 JBg LSi Cerberus 1.25
14 JBg LSi Robin 1.25
15 KGi LSi Blaze/Satanus War,p3 ..... 1.25
16 JBg LSi Crisis at Hand,p1 ..... 1.25
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22A JBg LSi Reign of the Supermen, p2 Newsstand Edition 1.50
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24 JBg LSi Reign,p10,vs Last Son of Krypton 2.00
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26 JBg LSi Reign,p18,Man of Steel teamup w/true Superman 2.00
27 JBg LSi vs Bloodthirst 1.50
28 CWi LSi powers amplified 1.50
29 JBg LSi Spilled Blood,p3 ..... 1.50
30 JBg LSi Collector's Edition w/"vinyl cings" of Simian, Lobo 3.25
30A Standard Edition ..... .75
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35 JBg LSi Worlds Collide,p1 Milestone crossover 1.50
36 JBg LSi Worlds Collide,p10, Supes and Icon vs. Rlt 1.50

ANNUAL 1 CWo RFi Darkness Within,Starman,Rampage 2.50
ANNUAL 2 Bloodlines,p2 1:Edge 2.50

SUPERMAN: THE SECRET YEARS

DC COMICS (1985)

1-4 CSw BRo 1.25

SUPERMAN VS SPIDER-MAN

DC COMICS/MARVEL (1976)

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SUPERMAN/TOR

IMAGE (1993-current)

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2 in Covenant's hands,aspects of background revealed 1.95
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4 vs Diehard 1.95
5 ..... 1.95

SUPER SOLDIERS

MARVEL (1993-current)

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8 Punisher 1 Rord Rage 1.75

SUPER-VILLAIN TEAM-UP

MARVEL (1975-1977)

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2 SBu TIs Tiger Shark 4.50
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4 HTr BMa Dr Doom vs Namor 4.00
5 HTr SEn 1 The Shroud 5.00
6 HTr SEn FF Shroud 3.75
7 HTr SEn O:Shroud 4.00
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10 BH BMa Captain America 3.50
11 BH BMa Red Skull 3.25
12 BH BMa Dr Doom vs Red Skull 3.75
13 KGi BMa Namor vs Krang 3.25
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GIANT SIZE 1 JBu RTh Dr Doom,Sub-Mariner 6.50
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SUPREME

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11-22 ..... 4.00
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24 ..... 4.00

DARK GENESIS (1991)

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2ND SERIES

previously Saga of the Swamp Thing

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54-64 AMo 2.25
65-66 ..... 2.00
67 ..... 3.50
68-78 ..... 2.00
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[illegible] 2.00
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121 SEa NCo Sunderland Corp 1.75
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130 ..... 1.75
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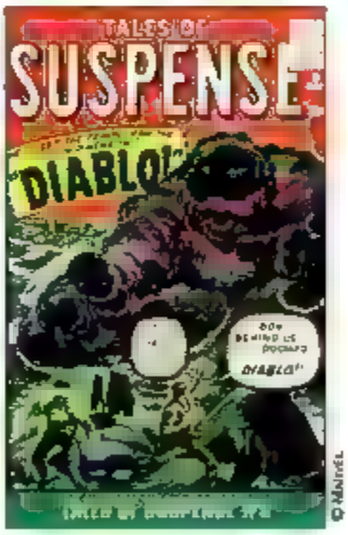

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57 1&O:Hawkeye 110.00
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59 B: Capt. Amer. & Iron Man 180.00
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DC COMICS (1981)

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TALES OF THE LEGION OF SUPER-HEROES

DC COMICS (1984-1987)

previously Legion of Super Heroes

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321-354 reprints 1.00

TALES OF THE NEW TEEN TITANS

DC COMICS (1982)

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TALES OF THE TEEN TITANS

DC COMICS (1984-1988)

previously New Teen Titans (1st)

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44 GPe MWo p3,O:Deathstroke 1:Jericho,1:Nightwing 3.00
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47 GPe MWo D:HIVE 2.25
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54 RBu MWo O:Lilith 2.25
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57 CPa MWo Fearsome 5 ..... 2.25
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TUROK YEARBOOK #1... Scientists place Mon-Ark's brain implant inside the body of a weightlifter. Turok senses Mon-Ark's revival, travels to South America, and destroys him.

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becomes Unexpected

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51 JK SLe Human Top	65.00
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becomes Incredible Hulk

2ND SERIES (1979-1981)

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TEAM ANARCHY

DAGGER (1993-current)

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TEAM TITANS

DC COMICS (1992-current)

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TEAM YOUNGBLOOD

IMAGE (1993-current)

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54 City p5 Splinter has accident	2.25
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56 p7 Leo captured Karai	2.25
57 p8 Turtles reunite	2.25
58 p9 T s make decision to kill Shredder Elite	2.25
59-61 p10-13 vs Shredder Elite	2.25
62 p13 conclusion reunion of characters	2.25
63-65	2.25

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VOL. 2

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ARCHIE

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TEEN TITANS

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TEEN TITANS SPOTLIGHT

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14 Nightwing,Batman	1.25
15-21	1.25

TELL ME DARK

DC COMICS (1993)

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WIZARD PRICE GUIDE

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TERMINATOR

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THE BURNING EARTH (1990)

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TERMINATOR

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2 VGi IEd future humans arrive 2.75
3-4 VG IEd 2.50

HUNTERS & KILLERS (1992)

1-3 ..... 2.50

ONE-SHOT (1991)

1 MWa JRb 5.95

SECONDARY OBJECTIVES (1991)

1 PGu JRb 3.00
2-4 PGu JRb 2.75
TPB rep #1-4 ..... 13.95

TEMPEST

TPB rep Terminator #1-4 ..... 12.95

TERMINATOR 2

MARVEL (1991)

1-3 Movie Adaptation 1.00

TERRARISTS

MARVEL (1993-current)

1 TSn PMs 1 Terrarists w/card 2.50
2 TSn PMs w/card 2.50
3 TSn PMs Ter n Directive myst'y 2.50
4-7 TSn PMs 2.50

TERROR, INC.

MARVEL (1992-current)

1 JZa DCh vs Beetleboul 2.50
2-10 ..... 1.75
11 RPc DCh Merc Wars,p1 ..... 1.75
12 RPc DCh Merc Wars,p4 ..... 1.75
13 RPc DCh G Rider,Inf Crusade 1.75

THANOS QUEST

MARVEL (1990)

1 RLi JSt Thanos vs Elders 14.00
1A 2nd print 4.95
2 RLi JSt Thanos vs Elders, 1:Infinity Gauntlet 16.00
2A 2nd print 4.95

THE THANOS

MARVEL (1983-1986)

1 RWi JBy 2.50
2-10 ..... 1.50
11-36 ..... 1.25

THE THING: ANOTHER WORLD

DARK HORSE (1991-1992)

1 JHi CPt sequel to The Thing 3.00
2 JHi CPt Nuclear Submarine, D Childs 3.00

CLIMATE OF FEAR (1992)

1-4 JAr 2.50

ETERNAL VOWS (1993-1994)

1 PGu DDe 2.50
2 series of Thing's true nature 2.50
3 PGu DDe Thing vs MacReady 2.50
4 PGu DDe 2.50

THOR

MARVEL (1966-current)

previously Journey Into Mystery

126 Hercules 90.00
127-128 Hercules 40.00
129 I:Ares 40.00
130 Hercules 40.00
131 I:Colonizers 40.00
132 1:Ego 40.00
133 Ego vs Thor 35.00
134 1:High Evolutionary 50.00
135 O:High Evolutionary 40.00
136 Odin 40.00
137 1:Ulik 40.00
138 Sif 40.00
139 vs Ulik 40.00
140 vs Growing Man 40.00
141-145 ..... 30.00
146 B&O,p1:Inhumans 30.00
147 O,p2:Inhumans 30.00
148 O,p1:Black Bolt 30.00
149 O,p2:B. Bolt,O:Medusa 30.00
150-157 ..... 30.00
158 O,p1:Don Blake 65.00
159 O,p2:Don Blake 30.00
160 Travians 30.00
161 vs Galactus,Ego 22.00
162 O,p1:Galactus 20.00
163-164 ..... 20.00
165 Him/Warlock 55.00
166 vs Him/Warlock 60.00
167 Sif 18.00
168-169 O,p2-3:Galactus 30.00
170-174 ..... 18.00
175 Fall of Asgard,vs Surtur 18.00
176-177 vs Surtur 18.00
178-179 ..... 18.00
180-181 NAd,vs Loki 12.00
182-183 vs Dr Doom 6.00
184-192 ..... 6.00
193 vs Silver Surfer,giant sz 30.00
194-199 ..... 6.00
200 Ragnarok 6.00
201 R:Odin 5.00
202-218 ..... 3.50
219 I:Protector 3.50
220 vs Avalon 3.50
221-224 ..... 3.00
225 1:Firelord 6.00
226 Firelord,Galactus,Watcher 4.00
227-259 ..... 3.00
260 I:Doomsday Star 5.00
261-273 ..... 3.00
274 O:Balder the Brave 3.00
275 vs Loki 3.00
276 Loki's trial 3.00
277-293 ..... 3.00
294 O:Odin,Asgard 3.00
295 1:Fafnir 3.00
296-297 ..... 3.00
298 vs Fafnir 3.00
299 Valkyrie 3.00
300 double size,O:Odin,Destroyer D Asgard,D Jnr Mind 6.00
301-305 ..... 3.00
306 1&O Air-Walker O:Firelord 6.00
307-336 ..... 3.00
337 WSi WSi 1:Beta Ray Bill 8.00
338 WSi WSi O:Beta Ray Bill 5.00
339 WSi WSi 1:Storm Breaker 3.50
340-348 WSi WSi 3.00
349 WSi WSi O:Odin 2.50
350-352 WSi WSi Ragnarok 2.50
353 WSi WSi D:Odin 2.50
354-372 WSi WSi 2.50
373 WSi WSi X-Factor 2.25
374 WSi WSi X-Factor 9.00
375-381 WSi WSi 2.00
382 anniv issue vs Frost Giants 3.00
383 Secret Wars II 3.00
384 RFr TDe 1:Future Thor 5.00

385-386 ..... 2.00
387-390 RFr TDe 1.75
391 RFr TDe 1:Eric Masterson (Thunderstrike) 5.00
392-399 RFr TDe 1.75
400 RFr TDe double size 5.00
401-410 RFr TDe 1.50
411 RFr TDe 1:New Warriors 9.00
412 RFr TDe New Warriors 20.00
413-418 RFr TDe 1.50
419 RFr TDe B:Black Galaxy Saga 1.50
420-426 RFr TDe 1.50
427-428 RFr TDe Excalibur 1.50
429-430 RFr TDe Ghost Rider 3.00
431 RFr TDe vs Loki,Ulik 1.50
432 RFr TDe 1:New Thor,D:Loki 3.00
433 RFr TDe New Thor 6.50
434-435 RFr TDe 3.50
436-437 RFr TDe 1.50
438-439 RFr TDe Future Thor 1.50
440-443 RFr TDe 3.00
444 RFr TDe vs the Grinch who stole Christmas 1.75
445 Galactic Storm, Gladiator,Avengers 1.50
446-449 ..... 1.25
450 RFr TDe dbl gatefold cvr,dbl sz rep Journey Into Mys. #87 ..... 2.50
451-456 ..... 1.25
457 RFr TDe Orig Thor returns 1.25
458 RFr TDe vs Eric 1.25
459 RFr TDe 1:Eric as Thunderstrike 2.00
460-461 RFr TDe 1.25
462-463 ..... 1.25
464 BZi RMz,1st Infinity Crus.,Loki 1.25
465 BZi RMz Infinity Crusade 1.25
466 BZi RMz Infinity Cr.,vs Drax 1.25
467 BZi RMz Infinity Cr.,Valkyrie Sif vs Pluto 1.25
468 BZi RMz Mad God,p1,Silver Surfer Warlock & Inf Watch, bagged w/Dirt magazine 2.95
469 BZi RMz crazed Thor vs Infinity Watch 1.25
470 BZi RMz Blood & Thunder,p9 ..... 1.25
471 BZi RMz B & T,p13 (concl'n) 1.25
472 BZi RMz aftermath of B & T 1.25
473 BZi RMz R:Loki 1.25
474 BZi RMz vs the Flame 1.50
475 MWy RTh vs High Evolution'y new costume,multi-level cvr 2.95
475A regular edition 2.50
476 MWy RTh Donald Blake 1.50
477 MWy RTh Thunderstrike 1.50
ANNUAL 2 ..... 45.00
ANNUAL 3 ..... 12.00
ANNUAL 4 ..... 10.00
ANNUAL 5-6 ..... 9.00
ANNUAL 7 ..... 8.00
ANNUAL 8-12 ..... 7.00
ANNUAL 13 ..... 6.00
ANNUAL 14 ..... 5.50
ANNUAL 15 ..... 5.00
ANNUAL 16-17 ..... 2.25
ANNUAL 18 TGg RMz 1:Flame bagged w/card 2.95
ANNUAL 19 die-in w/Av'rs An.#23 ..... 2.95
GIANT-SIZE 1 ..... 15.00

AGAINST THE CELESTIALS (1992)

TPB reprints Thor #387-389 ..... 5.95

BALLAD OF BETA RAY BILL

TPB reprints 9.95

GODS WOULD DESTROY

GN PRy 5.95

THOR CORPS

MARVEL (1993-current)

1 POl TDe Thor Thunderstrike B. Ray Bill,Dargo,Demonstaff 1.75
2 POl TDe Franklin Richards Invaders,Machine Man 2020 ..... 1.75
3 POl TDe Spider-Man 2099 Guardians of the Gal.,others 1.75
4 POl TDe Thor joins the Corps 1.75

THE THREE MUSKETEERS

MARVEL (1993)

1 adaptation of film 1.50
2 ..... 1.50

THUNDERSTRIKE

MARVEL (1993-current)

1 RFr TDe Eric Masterson's new identity,1:Darjack,dbl sz,foil cvr 2.95
2 RFr TDe vs Juggernaut 1.25
3 RFr TDe 1:Sangre 1.25
4 RFr TDe Spider-Man,1:Pandara 1.25
5 RFr TDe N. Fury,Spider-Man 1.25
6 RFr TDe vs Blackwulf 1.25
7 RFr TDe final battle w/Pandora 1.25
8 RFr TDe 1:Officer Z.E.R.O. 1.50
9 RFr TDe R:Bloodaxe 1.50
10 RFr TDe Thor 1.50
11 RFr TDe Sangré & Wildstreak 1.50

THE TICK

NEW ENGLAND COMICS (1988-current)

1 ..... 21.00
2 ..... 13.00
3-4 ..... 6.00
5-8 ..... 4.50
6A no logo 12.00
9-10 ..... 3.00
11-12 ..... 2.75

TIMBER WOLF

DC COMICS (1992-1993)

1 JPh AGd new T Wolf,from Leg'n 1.75
2-5 JPh AGd 1.25

TIME COP

DARK HORSE (1994-current)

1 adaptation of movie 2.50

TIME MASTER

CONTINUITY

1 1 T Master,R. of Magic tie-in 2.50
2 R. of Magic,joins Hybrids battle 2.50
3 battle w/Lords of Chaos 2.50
4 ..... 2.50

TIMESTRYKE

[illegible]

1-2 ..... 1.95

TOMB OF DRACULA

MARVEL (1972-1979)

1 GCo GCy 70.00
2 GCo GCy 35.00
3-5 GCo 22.00
6-10 GCo 20.00
11-20 GCo MWo 15.00
21-49 GCo MWo 8.00
50 GCo MWo 22.00
51-69 GCo MWo 7.00
70 GCo MWo D: Dracula 7.00

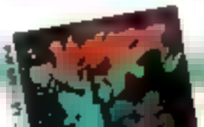
MINI-SERIES (1991-1992)

1-4 GCo MWo R:Dracula 4.95

TRANSFORMERS GENERATION 2

MARVEL (1993-current)

1 DYa SFu truth about T'formers new powers & armor,double sz foil-stamped gatefold cvr 2.95
1A newsstand edition, reg. cvr 1.75
2 DYa SFu battle on Earth 1.75
3 DYa SFu O. Prime's premonitions 1.75
4 DYa SFu Grimlock leads group 1.75
5 DYa SFu mystical look at TF's 1.75
6 DYa SFu O. Prime vs Megatron 1.75
7 DYa SFu 1.75
8 DYa SFu OP teams w/Megatron 1.75
9 MGi/DYa SFu 1.75
10 MGi/DYa SFu 1.75



VIOLATOR #1... Gangsters fail to kill the Violator for killing their buddies, so they call in the mercenary Admonisher. The chase goes on until the Violator's brothers decide to pop in.

TRANSYLVANIA SPECIAL

CONTINUITY (1994)

1 NAd stories of Dracula Werewolf, Frankenstein Monster 2.50
2 NAd battle of the monsters 2.50

TRENCHER

IMAGE (1993-current)

1 KGi 1:Gordon Trencher 1.95
2 KGi vs Cher Noble,Supreme 1.95
3 KGi vs Supreme 1.95
4 KGi 1:Nigel P. Riperton,world's smallest Elvis impersonator 1.95

TRIBE

IMAGE (1993)

1 1 Tribe 2.50
1A Ivory edition 25.00

AXIS (1993-current)

1 ..... 2.50
2 1 "Crush" Velvet 2.50
3 vs European,1:Lord Duas 1.95

TRIUMPHANT UNLEASHED

TRIUMPHANT (1993-current)

0 The Ascension,cornerstone book 2.50
1 After the Ascension,1/12 poster 2.50
2-3 ..... 2.50

© Rob Liefeld

TROLL

IMAGE (1993)

1 RLd 1 Troll 2.50

THE TROUBLE WITH GIRLS

MARVEL

1 Mini-series w/super-agent Lester Girls 2.50
2-4 ..... 1.95

TUROK, DINOSAUR HUNTER

VALIANT (1993-current)

1 BSe DMi vs Dinosaurs, w/Chromium/embossed cover 3.50
1A gold edition 55.00
2 BSe DMi 2.50
3 DMi 2.50
4 RMo TTr Turok's Native American heritage explored 2.50
5 RMo TTr Andar 2.50
6 RMo TTr vs Longhunter 2.50
7 TTr TTr 2.50
8 TTr TTr vs Spider People 2.50
9 TTr TTr races to save Regan 2.50
10 RMo MBo 2.50
11 RMo MBo vs Chun Lee's pet dragon Valiant Era : card 2.50
12 RMo MBo vs Chun Lee 2.50
13 RMo TTr vs Captain Red 2.50
14 REI TTr Captain Red,Andar 2.50
15 Return of Captain Red,p3 ..... 2.50
16 Chaos Effect-Beta,p3 ..... 2.50
YEARBOOK 1 DCo MBo Mon-ark 3.95

TUROK SON OF STONE

DELL/GOLD KEY (1954-1980)

1 #596 on cover 1:Turok 385.00
2 #656 on cover 250.00
3-5 ..... 175.00
6 ..... 175.00
7-12 ..... 110.00
13-18 ..... 80.00
19-24 ..... 60.00
25-40 ..... 50.00
41-45 ..... 30.00
46-60 ..... 25.00
61-70 ..... 18.00
71-84 ..... 12.00
85-125 ..... 6.00
Giant Size 1 ..... 60.00

WHITMAN (1981-1982)

126-130 ..... 6.00

2099 UNLIMITED

MARVEL (1993-current)

1 1:Hulk 2099,vs Mutagen 4.50
2 Hulk 2099,Spider-Man 2099 ..... 3.95
3 Hulk & Spider-Man 2099 ..... 3.95
4 Hulk 2099 vs berserker 3.95
5 Hulk 2099 vs Vulx 3.95

2112

DARK HORSE (1992)

TPB JBy JBy post-Next Men 17.00
TPB 2nd printing 9.95

TWILIGHT PEOPLE

CALIBER PRESS

1 MRc 1:Corey & Maxine 2.95

TWILIGHT ZONE

NOW (1990)

1 ..... 6.00
1A prestige format 9.00

2ND SERIES (1991-1992)

1 ..... 2.25
1A prestige format 5.50
2 ..... 1.95
3 NDw TCa prehistoric war 1.95
4 JWi COi biker from hell 1.95
5-6 ..... 1.95
7 Ghost Horse 1.95
8 ..... 1.95
9 ..... 2.50
10-14 ..... 1.95

3RD SERIES (1993-current)

1-4 ..... 2.50

ANNIVERSARY SPECIAL (1992)

1 ..... 2.50

COMPUTER SPECIAL

1 PMc Newsstand version of #2(3rd series), w/computer-gen cover 2.50

SCIENCE FICTION SPECIAL

1 ..... 3.50

3-D WINTER SPECIAL

1 ..... 2.95

ULTRAMAN

HARVEY (1993-current)

1-3 ECo DMc Dir.,Japanese hero 2.50
1A-3A Newsstand 1.75

ULTRAMAN

NOW

3-D SPECIAL

1 Hologravure cvr (3-D w/o glasses) 3.50

ULTRAVERSE

MALIBU

0 Incentive/anthology book 26.50

UNDERSTANDING COMICS

KITCHEN SINK (1993)

1 guide to reading comics 19.95
1A 2nd printing,different cvr logo 19.95

UNEXPECTED

DC COMICS (1968-1982)

formerly Tales of the Unexpected

105 ..... 15.00
106-113 ..... 10.00
114-131 ..... 6.00
132-136 48-pg issues 4.00
137-156 ..... 3.00
157-162 100-pg issues 5.00
163-188 ..... 2.00
189-195 64-pg. issues 3.00
196-223 ..... 1.00

UNION

IMAGE (1993-current)

0 flashback story,0:Regent 2.50
1 MTe 1 union,StormWatch 2.50
2 MTe MHs in NYC, vs the Quickness 1.95
3 MTe MHs more about his past 1.95
4 MTe MHs vs visitors fr home 1.95
5 MTe MHs 1.95

UNITY

VALIANT (1992)

0 BWs JSh Unity p1,special free give-away issue 10.00
0A Red bar version 75.00
0B Gold bar version 75.00
1 BWs BLa epilogue to Unity 10.00
1A platinum cover 100.00
1B gold cover 75.00
Limited TPB Volume 1 ..... 125.00
Limited TPB Volume 2 ..... 120.00
Limited TPB Set 200.00
TPB 1 ..... 10.95
TPB 2 ..... 9.95

UNTAMED

MARVEL (1993)

1 NHa 1:Griffin Palmer embossed cover 2.50
2-3 NHa 1.95

UNTOLD LEGEND OF BATMAN

DC COMICS (1980)

1 JBy 7.00
2-3 JAp 5.50

URBAN DECAY

ANUBIS PRESS (1994-current)

1 cyberpunk team in future world, cover by MTe,poster by JRa 2.95
2 ..... 2.95

U.S.AGENT

MARVEL (1993)

1 0:U.S.Agent,vs Scourge 1.75
2 ..... 1.75
3 captured,drugged by Scourge 1.75
4 vs Bloodstain,secret of all Scourges revealed,major change in U.S.Agent 1.75

VALERIA, THE SHE-BAT

CONTINUITY (1993-current)

1 ..... 10.00
1A Gold Edition 40.00
2 ..... 2.50
3 NAd joins Were-Breds 2.50

VALIANT ERA

VALIANT (1994)

TPB Vol.1 reprints various titles 13.95

VALOR

DC COMICS (1992-current)

1-2 MSr RFI 1.25
3-5 RFI 1.25
6-9 ..... 1.25
10 secrets of old G. Lantern revealed,vs The Unimaginable 1.25
11 ..... 1.25
12 MWd D.O.A.,p1 ..... 1.25
13 MWd D.O.A.,p2 returns to Daxam 1.50
14 CDo MWd p3 ..... 1.50
15 CDo MWd p4,back on Earth 1.50
16 CDo MWd p5,Legionnaires 1.50
17 CDo MWd p6,D:Valor 1.50
18 CDo MWd a math of V's death 1.50
19 CDo MWd Legionnaires 1.50
20 CDo MWd/KBu works to repair timeline,Linear Men 1.50
21 CDo KBu Linear Men,temporal anomalies increase 1.50
22 CDo KBu End of an Era,p2 ..... 1.50

THE VAMPIRE COMPANION

INNOVATION

1 ..... 3.00
2-4 ..... 2.50

THE VAMPIRE LESTAT

INNOVATION (1990-1991)

1 ..... 30.00
2 ..... 14.00
3-5 ..... 9.00
6-9 ..... 5.00
10 ..... 5.00
11-12 ..... 4.00
TPB reprints #1-12 ..... 24.95

VAMPIRELLA

WARREN (1969-1988)

1 1:Vampirella 175.00
2 ..... [illegible]
3 ..... 165.00
4-7 ..... 35.00
8 ..... 45.00
9 ..... 40.00
10 No Vampirella 18.00
11-12 ..... 25.00
13-18 ..... 18.00
19 ..... 20.00
20-24 ..... 15.00
25-26 ..... 14.00
27 ..... 10.00
28-36 ..... 14.00
37 ..... 15.00
38-40 ..... 7.00
41-48 ..... 6.50
49-99 ..... 4.50
100 ..... 6.50
101-110 ..... 4.50
111 ..... 5.50
112 ..... 4.50
113 ..... 4.50
ANNUAL 1 ..... 90.00

VAMPIRELLA

HARRIS

MORNING IN AMERICA (1991-1992)

1-4 KBu 4.50
Limited TPB rep. M in Am ser's 35.00

TRANSCENDING TIME & SPACE (1993)

TPB reprints 1970s stories 12.95

VAMPIRELLA

HARRIS (1992-1993)

1 ..... 32.00
1A 2nd printing 11.00
2 ..... 24.00
3 ..... 10.00
4 ..... 7.00
5 ..... 5.00

THE DRACULA WARS (1993)

TPB reprints #1-4 (Harris) 5.95

A SCARLET THIRST (1994)

TPB reprints Warren stories 12.95

VAMPS

DC COMICS (1994-current)

1 WSm ELa vampire biker babes on [illegible]

VANGUARD

IMAGE (1993-current)

1 vs Supreme 1.95
2 ..... 1.95
3 JMd vs Savage Dragon 1.95
4 RLe ELa S. Dr. Wally goes wild 1.95
5 AMe ELa vs Berserker 1.95
6 ELa the imagineer 1.95
7 JJo 1.95
8 Vanguard vs. PITT 1.95

VARIOGENESIS: DAGGER UNIVERSE

DAGGER (1994)

0 Aeon on quest for "The One",focus on bkgrnds of Dagger characters 3.50

Web of Spider-Man #114: People in Spidey's life keep dropping like flies. Latest victim, Lance Bannon, who falls prey to Facade's neck-breaking grip. Ouch!

WIZARD PRICE GUIDE

VENGEANCE OF VAMPIRELLA

HARRIS (1994-current)

1 BLz TSg vs child stalker & Hemorrage for cvr by JOu/JPl 3.50
2 BLz TSg vs Hemorrhage Dervish 2.95
3 CAn TSg hunts leaders of Juseelie Congress 2.95

© MARVEL

VENOM

MARVEL (1993)

1 MBa DMi Holo-Grafx cover 5.00
1A Gold cvr 60.00
1B Black cvr 250.00
2 MBa DMi 3.50
3 MBa DMi 3.25
4-6 RL DMi 3.25

THE ENEMY WITHIN (1994-current)

1 BMc BJo 2.95
2 BMc BJo Morbius,Demogoblin 2.95
3 BMc BJo vs Patentine's nyas'p 2.95

FUNERAL PYRE (1993)

1 TLy CPo Punisher,bronze holo-grafx "flaming foil" cvr 2.95
2 TLy CPo Punisher 1 Pyre 2.95
3 TLy CPo Punisher vs Venom, team up against Pyre 2.95

THE MACE (1994-current)

1 JSh CPo 1:Mace techno-ninja 2.95
2 JSh/BRe CPo Venom vs Mace 2.95
3 JSh CPo V. & Mace vs ninjas 2.95

THE MADNESS (1993-1994)

1 KJo ANo multi-embossed cvr 2.95
2 KJo ANo vs Juggernaut & B. Tom 2.95
3 KJo ANo vs Juggernaut 2.95

NIGHTS OF VENGEANCE (1994-current)

1 RL HMa for. stamp,neon ink cvr 2.95

VERTIGO JAM

DC COMICS (1993)

1 sampler of Vertigo's core titles with stories by various writers/artists 3.95

VERTIGO VISIONS

DC COMICS

THE GEEK (1993)

1 MAl Brother Power 3.95

PHANTOM STRANGER (1993)

1 GDv AKw Stranger's secrets 3.50

DR. OCCULT (1994)

1 DSw DL battles Kolth 3.95

VICTORY

TOPPS (1994)

1 KG KBu Kirbyverse heroes 2.50

VINTAGE MAGNUS ROBOT FIGHTER

VALIANT (1992)

1 reprints Magnus Robot Fighter 4000AD # 1 (Gold Key) 8.00
2 rep. 4000AD #3 6.00
3 rep. 4000AD #13 5.50
4 rep. 4000AD #15 5.00

VIOLATOR

IMAGE (1994-current)

1 BSe AMo mini-series for villain 1.95
2 BSe AMo seeks Spawn's help 1.95

VIRTUAL REALITY ZONE

GALAX NOVELS (1993)

1 comic bk-size illustrated novel bagged w/poster & card 3.95

THE VORTEX

DARK HORSE (1993)

1 JOs prism-foil logo on cvr 2.00

W

AXIS (1994-current)

1 BDc BMd 1:W.grp. of assassins 1.95

WANDERING STAR

PEN & INK (1993-current)

1 TWo 1:Casandra Andrews 3.00
2-6 TWo 2.00
7 TWo 2.00

WAR DANCER

DEFIANT (1994-current)

1 JMz AWe Defiant's centerpiece title.1:War Dancer 2.50
2 JMz AWe Billy Ballistic 2.50
3 AWe JSh vs Massakur 2.50
4 AWe JSh returns to Plasm 3.25
5 AWe JSh Billy Ballistic,1:Raven Madd and Abstract 2.50

WARHEADS

MARVEL (1992-current)

1 GEs NVi Wolverine 2.50
2-13 1.75
14 SJe CHo final issue 1.75

BLACK DAWN

1 CAd CHo Ghost Rider,Morbius red metallic cvr w/embos'd logo 2.95
2 CAd CHo Lord of the Vampires 1.75

WARHIDE

MARVEL

1 Marvel UK bk. 1:Warhide 1.95
2-4 1.95

WARLOCK

MARVEL (1972-1976)

1 38.00
2-3 17.00
4-8 12.00
9 14.00
10 32.00
11 27.00
12-14 13.00
15 32.00

2ND SERIES (1982-1983)

1 reprint 3.50
2-6 reprint 2.50

WARLOCK & THE INFINITY WATCH

MARVEL (1992-current)

1 AMe JSt Warlock on trial,Living Tribunal revealed to serve a master more powerful than Eternity 5.00
2 AMe JSt Infinity Watch 3.00
3 RLe JSt High Evolutionary 2.50
4 RLe JSt Watch defeated 2.50
5 AMe JSt R:Man-Beast 1:Infinity Thrall 2.50
6 AMe JSt vs. Infinity Thrall 2.50
7-17 1.75
18 AMe JSt Pip becomes leader 1.75
19 TGg JSt Infinity Crusade 1.75
20 AMe JSt Infinity Crus., Pip obtains the Cosmic Egg 1.75
21 Infinity Crusade 1.75
22 Infinity Crusade,vs Goddess 1.75
23 Silver Surfer vs Thor 1.75
24 Blood & Thunder,p8 1.75
25 Blood & Thunder,p12 2.95
26 secret of Maxam's past revealed .75
27 TGg JSt vs Avengers 1.75
28 JSt Avengers,vs Man-Beast 1.95
29 PDi JSt Maya's infiltration 1.95
30 PDi JSt Adam falls for Maya 1.95
31 PDi JSt O: Count Abyss 1.95

THE WARLOCK CHRONICLES

MARVEL (1993-current)

1 TRa JSt Infinity Crusade holo-grafx foil embossed cover 2.95
2 TRa JSt Infinity Crusade 2.00
3 TRa JSt Infinity Crus.,Mephisto 2.00
4 TRa JSt Infinity Crus. 2.00
5 TRa JSt Infinity Crus journey of self-discovery 2.00
6 TRa JSt Warlock & Pip vs Thor 2.00
7 TRa JSt Blood & Thunder,p7 2.00
8 TRa JSt Blood & Thunder,p11 2.00
9-11 TRa JSt

WARLORD

DC COMICS (1977-1989)

1 MGr 16.00
2 MGr 9.00
3 MGr 6.00
4-5 MGr 5.00
6-10 MGr 5.00
11-20 MGr 4.50
21-41 3.00
42-52 2.50
53-130 2.25
131 3.00
132 2.25
133 2.00
ANNUAL 1-5 2.00
TPB rep #1-10,12 19.95

MINI-SERIES (1992)

1 DWi/RHo MC Skaitaris 1.75
2 DWi MGr Warlord's daughter 1.75
3-5 DWi MGr 1.75
6 DWi MGr D:Delmos 1.75

© MARVEL

WAR MACHINE

MARVEL (1994-current)

1 GGe LKa/SBe joins World Watch, Cable,Deathlok,foil/embos'd cvr 2.95
1A newsstand edition 2.00
1B asian edition 0.75
2 GGe LKa/SBe 1.50
3 GGe LKa/SBe vs Nick Fury 1.50
4 GGe LKa/SBn vs Advisor 1.50
5 GGe LKa/SBn Deathtoll 1.50

WAR MAN

MARVEL (1993-current)

1 JZn CDi 1:Griffin w/card 2.50
2 JZn CDi vs mercenaries,w/card 2.50
3 JZn CDi 2.50

WAR OF THE GODS

DC COMICS (1991)

1-4 CMn GPo 1.75

WARRIORS OF PLASM

DEFIANT (1993-current)

Diamond Previews insert 15.00
1 DLp JSh 5-color mirror gloss finish cvr 3.50
2 DLp JSh the 5 heroes escape 5-color mirror gloss finish cvr 3.25
3 DLp JSh mirror-gloss cvr 3.25
4 DLp JSh rebellion ag'l rulers 2.95
5 DLp JSh 1:Prudence 2.50
6 DLp JSh 2.50
7 DLp LWe/DLp/JSh War Dancer Glory & Lightpath vs Wreckreator 2.50
8 DLp Mindfox's odyssey 2.75
9 DLp LWe Crimmax vs Rude 2.75
10 DLp Chasm enters the Org 2.50
11 DLp Chasm on Plasm,1:Gossamer warriors vs. Quantum Earth 2.50
GN LWe/DCo 5.95
TPB reprints #1-4,#0 story Splatterball story,bonuses 9.95

WARSTRIKE

MALIBU (1994-current)

1 HNg DDn kidnapping case 1.95
2 HNg DDn in rain forest 1.95

© DC COMICS

WATCHMEN

DC COMICS (1986-1987)

1 DGi AMo 1:Watchmen 8.00
2 DGi AMo 5.00
3 DGi AMo 4.00
4 DGi AMo 1&O Dr. Manhattan 4.00
5 DGi AMo 4.00
6 DGi AMo O:Rorschach 4.00
7-11 DGi AMo 4.00
12 DGi AMo O:Rorschach 4.00
HC unpublished material 50.00
TPB reprints #1-12 16.95

WEB OF SPIDER-MAN

MARVEL (1985-current)

1 GLa LSi vs alien costume 20.00
2 8.00
3 7.00
4 GLa DFi vs Dr. Octopus 7.00
5 7.00
6 MHa DFi Secret Wars II 7.00
7 7.00
8 GIs DMi 1:Smithville Thunderbolt 7.00
9-10 6.50
11 BMc BMa Peter Parker Vigilante 6.50

© ACG

WitoC.A.T.s #10 The Huntsman's first appearance, battling alongside Zealot against the Rakshas, as one takes Voodoo over. We also see how Zealot and Grifter hooked up during the Korean War.

12 SBu PDa talks to punks 6.50
13 MHa PDa point of view ..6.50
14 MHa DMi Black Fox... .6.50
15 ....6.50
16-17 .5.00
18 MSi DMi Venom cameo 6.00
19 .5.00
20 MSi DMi IRA 5.00
21-22 .5.00
23 JFe DMi vs Slyde... ...5.00
24 DBs DMi vs Vulture ...5.00
25 LLe LLa vs alien Xanja .5.00
26 .5.00
27 DSm DZi 1:Headhunter .5.00
28 ...5.00
29 SGg JOw Wolverine,Hobgoblin, the Rose, sequel to "Spider-Man vs Wolverine" 14.00
30 13.00
31 MZe JDm Kraven's Last Hunt p1 Spidey buried alive 10.00
32 10.00
33 CMn ANo "What's the Matter with Mommy?",p1 ....4.50
34 SBu JSh Watcher vs A'Sar 3.75
35 ASa GCy vs Living Brain, 1 Tarantula II 4.25
36 ASa GCy 1 Tombstone 4.25
37 3.75
38 5.50
39-42 3.75
43 ASa PDa Cult of Love p4. D:The Teacher 3.75
44 3.75
45 ASa ABi vs the Vulture 3.75
46 RHw RHw Dr.Pym,vs Nekra 3.75
47 3.75
48 ....15.00
49 VMa PDa cocaine dealers .3.75
50 ASa GCy 1:Outlaws,dbl sz .4.75
51 MBa GCy Chameleon & Hammerhead alliance .2.75
52 FSp GCy D:Jameson 2.75
53 MBa GCy vs Lobo Brothers .2.75
54-56 .2.75
57 ASa GCy Rocket Racer vs Skin Head. .2.75
58 ASa GCy vs the Grizzly 2.75
59 ASa GCy Titania vs Puma. Cosmic Spidey,Acts/Vengnce 8.00
60 ASa GCy vs Goliath Cosmic Spidey,Acts/Vengnce 6.00
61 ASa GCy vs Dragon Man, Cosmic Spidey,Acts/Vengnce .6.00
62 ASa GCy vs Molten Man....2.50
63-64 2.50
65 ASa GCy Goliath Brothers Gr mm, Gravion,Titania,Acts/Vengance 2.50
66-67 2.25
68 ASa GCy vs Tombstone 2.25
69 7.00
70 ADa DMi Spider-Hulk 2.50
71 DRo SMi Dominic Fortune. Silver Sable 2.00
72 DRo DMi Dominic Fortune, Silver Sable 2.00
73-76 2.00
77 ASa TKa vs Firebrand .2.00
78 ASa TKa Cloak & Dagger .2.00
79 ASa TKa Silver Squad 2.00
80 ASa TKa Black Cat,Silvermane..2.00
81-82 1.75
83 CMa KBu 1 Hyperion 1.75
84 ASa HMa Name of the Rose,p1 1.75
85 ASa HMa p2 Kingpin Hobgoblin,the Rose 2.00
86 ASa HMa p3,Demonic Hobgoblin vs Human Hobg .2.00
87 1.50
88 ASa HMa Richard Fisk becomes the new Kingpin 1.50
89 ASa HMa Kingpin II, Blood Rose ... 1.50
90 hologram cover,Hobgoblin 6.50
90A 2nd print.... 2.95
91 ASa HMa 1:Whisper,1:Pulse 1.25
92-99 1.25
100 Spider Armor .2.95
101 ASa TKa Maxim. Carnage,p2 1.25
102 ASa TKa Max. Carnage,p6 1.25
103 ASa TKa Max. Carnage,p10 1.25
104-105 ASa TKa Infinity Crusade.1.25
106 ASa TKa Infinity Crusade, Strong Guy,Firestar bagged w/Dirt magazine 2.95
106A w/o Dirt magazine....1.25
107 1 Sandstorm 1.25
108 Sandman,vs Sandstorm 1.25
109 Night Thrasher 1.25
110 ASa TKa vs Lizard 1.25
111 ASa TKa vs Lizard & Warrant .1.25
112 ASa TKa Pursuit,p3. ....1.50
113 ASa TKa Gambit Black Cat metallic cvr,16-pg book 2.95
113A regular edition 1.50
114 ASa TKa Live and Let Die,p2 Spidey battles Facade 1.50
115 ASa TKa Live and Let Die,p3..1.50
ANNUAL 1 ....6.00
ANNUAL 2 AAd N.Mutants 8.00
ANNUAL 3 ASa DFi Index to Peter Parker's life,friends & foes....4.00
ANNUAL 4 CMn SGe 1:Poison, vs Slug,Evolutionary War 4.50
ANNUAL 5 JSs GCy Fantastic Four,Atlantis Attacks.... 4.00
ANNUAL 6 GKa GCy Spidey's Tiny Adv p3,Punisher/A.May 4.00
ANNUAL 7 2.00
ANNUAL 8 2.25
ANNUAL 9 1:The Cadre,bagged w/card....2.95
ANNUAL 10 vs Shriek....2.95

WEREWOLF BY NIGHT

MARVEL (1972-1977)

1 ....35.00
2 ....18.00
3-6 ....11.00
7-12 ....9.00
13-20 ....6.00
21-31 ....5.00
32 DPe DMo 1&O:Moon Knight ..50.00
33 DPe DMo Moon Knight 25.00
34-35 DPe DMo 4.50
37 DPe DMo Moon Knight 6.00
38-43 ....3.50

WEST COAST AVENGERS

MARVEL (1984)

1 BHt RSt 7.00
2 BHt RSt 4.50
3-4 BHt RSt vs Gravion 4.00

REG. SERIES (1985-1989)

1 AMi SEn vs Jitron 8.50
2 AMi SEn vs Jitron 5.00
3 AMi SEn vs Kraven 3.25
4 AMi SEn 1:Master Pandemon'm 3.25
5 AMi SEn Werewolf 3.25
6 AMi SEn Thing 3.25
7-10 AMi SEn Thing 3.25
11-20 AMi SEn 2.50
21 AMi SEn Moon Knight,H. Pym 2.50
22 AMi SEn Dr. Strange 2.50
23 AMi SEn Fantastic Four 2.50
24 AMi SEn vs Dominus 2.50
25 AMi SEn Abomination 2.50
26 AMi SEn D:Old Zodiac 2.50
27 AMi SEn New Zodiac 2.25
28 AMi SEn Zodiac 2.25
29-31 AMi SEn 2.25
32 AMi SEn J:Wasp 2.25
33 AMi SEn D:Ant-Man&Wasp 2.25
34 AMi SEn Quicksilver 2.25
35 AMi SEn Dr. Doom 2.25
36 AMi SEn 2.25
37 AMi SEn Mantis 2.25
38-39 AMi SEn 2.25
40 AMi SEn Night Shift 2.25
41 AMi SEn 1:Phantom Rider 2.25
42 JBy JBy Vision Quest 4.50
43 JBy JBy Vision Quest 2.25
44 JBy JBy Vision Quest 2.00
45 JBy JBy 1:New Vision 2.25
46 JBy 2.00
ANNUAL 1 Quicksilver 4.00
ANNUAL 2 Quicksilver 3.50
ANNUAL 3 Evolutionary Wars 3.50
becomes *Avengers West Coast*

WHAT IF?

MARVEL (1977-1984)

1 RTh Spidey joins F.F 18.00
2 Smart Hulk....10.00
3-5 ....7.00
6 Fantastic Four 7.00
7 Spider-Man 5.25
8-10 ....5.25
11 Fantastic Four 5.25
12 Hulk 5.25
13 Future Conan 5.00
14 ....5.00
15-16 ....4.50
17 Ghost Rider 9.00
18 Dr. Strange 4.00
19 Spider-Man 4.50
20-26 4.00
27 Phoenix had lived 8.00
28 FMi FMi Daredevil as SHIELD agent 8.00
29 Avengers. 4.00
30 Spider-Man's clone 4.00
31 Wolverine kills Hulk 13.00
32-34 3.50
35 FMi FMi Elektra lives 5.00
36-44 3.50
45 Berserk Hulk 3.00
46 Uncle Ben lives 4.00
47 no Thor 3.00

SPECIAL (1988)

1 Iron Man:Traitor 3.00

2ND SERIES (1989-current)

1 heroes lost Evolutionary War .6.00
2 D.D & Kingpin 3.50
3 D:Captain America 3.00
4 Alien Costume 5.00
5 Evil Vision 3.00
6 RLu X-Men lost Inferno 5.50
7 RLd Wolverine 6.50
8 Armor Wars 2.75
9 X-Men died 4.50
10 Punisher 4.50
11-15 2.75
16 Wolverine vs Conan 6.00
17 Spider-Man 2.75
18-21 2.25
22 RL Silver Surfer 4.00
23-34 2.00
35 JPh RTh Time Quake p1 Fantastic Five vs Doom 1.75
36 p2 Cosmic Avengers 1.50
37-38 1.50
39 GCu RTh p5 Watcher 1.25
40 1.25
41 2.00 cover Giant-size 2.50
42-49 1.25
50 Hulk kills Wolverine,dbl sz 2.95
51 PCu SFu Punisher becomes Captain America 1.75
52-60 1.25
61 Spidey becomes malevolent ..1.50
62 Wolverine vs Weapon X 1.50
63 Iron Man and the Living Laser 1.50
64 Iron Man sells out 2.00

BEST OF WHAT IF?

TPB reprints 12.95

WHAT THE-?!

MARVEL (1988-1992)

1 Marvel spoof 4.50
2 JBy JBy Superman 3.00
3-4 2.25
5-7 .75
8 1.50
9-24 ....1.25

SUMMER SPECIAL (1993)

1 X-Men parody issue 2.50

FALL SPECIAL (1993)

1 Silver Surfer 2.50

WHITE LIKE SNOW

DARK HORSE (1994-current)

1 ....2.95
2 2.95

WILD ANGELS

MARVEL (1993)

1 PRi NVi Wild Thg & Dark Angel 1.95
2 PRi NVi vs Mendes 1.95

WILDC.A.T.S

IMAGE (1992-current)

1 JLe BCh 1:WildC.A.T.s ..6.00
1A gold cover .50.00
1B gold cover signed 75.00
2 W/Image 0 coupon,Networks ..8.00
2A coupon cut out .2.50
2B newsstand edition(no prism cvr) 3.00
3 JLe BCh ..3.50
4 JLe 3.50
4A w/red foil Wizard card 14.00
5 JLe infiltration of Gamorra 1.95
6 JLe vs Cyberdata & Cabal ..1.95
7 JLe Killer Instinct,p3 1.95
8 JLe Heroes on cruise:Scott & Jean, Clark & Lois, old B & Bull-Head.1.95
9 JLe Lord Entropy .2.50
10 JLe CCI 1:Huntsman & Tapestry 2.50
11 JLe CCI Zealot must free team 2.50
SC reprints #1-4,w/#0 9.95
HC reprints #1-4,w/#0 ....49.95

DIRECTOR'S CUT

1 special boxed set of #10-12 w/orig. material,signed & n'd. ..75.00

SOURCEBOOK

1 JLe BCh guide to W'C.A.T.s....2.50

TRILOGY (1993)

1 heroes personal lives 2.50
2 Zealot,Artemis,secret history of the Coda 1.95
3 Zealot vs Artemis, Grifter vs Hightower 1.95

YEARBOOK

1 TCh 3.50

WILDSTAR: SKY ZERO

IMAGE (1993-current)

1 ....2.50
1A Gold foil cvr 35.00
2-3 ....1.95
4 ....1.95

WILD THING

MARVEL (1993-current)

1 DMh SJw Marvel UK title Virtua. Reality addicts,emb'd cvr 2.50
2-5 DMh SJw 1.75
6 DMh SJw vs Mysterio, wraparound cover 1.75
7-9 DMh SJw 1.75
10 Nick Fury Death Duty 1.75
11-13 ....1.75

WILLIAM SHATNER'S TEKWORLD

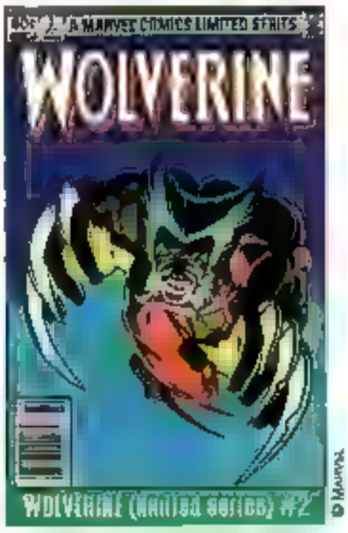
MARVEL (1992-current)

1-23 1.75
24 1.75

WITCHCRAFT

DC COMICS (1994-current)

1 TKr JRb tales of the 3 Witches .2.95
2 TKr/MZu JRb Mildred 2.95
3 STe/TKr JRb vengeance....2.95



WOLVERINE

MARVEL

LIMITED SERIES (1982)

1 FMi CCI Logan in Japan 30.00
2 FM CC 1 Yukio 22.00
3 FM CC Mariko 22.00
4 FMi CC D:Shingen 25.00

REG. SERIES (1988-current)

1 JBu CCI Sword Quest 1:Wolverine as Patch 30.00
2 JBu CCI p2,Silvr Samurai 15.00
3 JBu CCI p3,possessed....10.00
4 JBu CCI 1:Roughouse, 1:Bloodsport 10.00
5 JBu CCI Karma, Jessica Drew 10.00
6 JBu CCI Tyger Tyger TMc back cover,Roughise,Bldspt 8.00
7-8 JBu CC Hulk 8.00
9 GCo PDa flashback story 8.00
10 JBu CCI first Wolverine vs Sabretooth story 32.00
11 JBu PDa Gehenna Stone 6.00
12 JBu PDa p2 Vampires 6.00

WOLVERINE #82... Believing he's only got a short time left in life, Wolvie sets out to settle all accounts. First stop: ensuring the care of Akiko, his foster daughter

WIZARD PRICE GUIDE

13 JBu PDa p3 1:Ba al 6 00
14 JBu PDa p4,vs Ba'al 6 00
15 JBu PDa p5,Prince Baran 6 00
16 JBu PDa p6,O:Ba al 6 00
17 JBy AGo Storm,Daredevil, Roughouse,1:Geist 6 00
18 JBy AGo Nuke,Roughouse 6 00
19 JBy AGo Acts/Vengeance, TigerShark,1:La Bandera 5 00
20 JBy AGo Tiger Shark 5 00
21 JBy AGo 1&O:Spore 5 00
22 JBy AGo vs Spore 5 00
23 JBy AGo D:Spore, Magneto 5 00
24 GCo PDa Snow Queen Jim Lee cvr 5 00
25 JBu JDu Jim Lee cvr 4 00
26 KJa JDu D:Bando Saburo, TMc pin-up 4 00
27 JBu JDu Lazarus Project Jim Lee cover 4 00
28 BKi JDu p2,Amnesia 4 00
29 BKi JDu p3,Master Form 4 00
30 BJa JDu p4,Pinocchio 4 00
31 M[illegible] 4 00
32 MSi LHa vs Yakuza Jean Grey appearance 4 00
33 MSi LHa D:Dai-kumo 4 00
34 M[illegible] 1 Hunter in Darkness 4 00
35 MSi LHa Blood & Claws Puck,Lady Deathstrike 4 00
36 MSi LHa p2,Puck, Lady Deathstrike,WWII 4 00
37 MSi LHa p3 WWI Lady Deathstrike 3 00
38 MSi LHa Storm, 1 Albert & Elsie Dee 3 00
39 MSi LHa Storm,Reavers 3 00
40 MSi LHa Storm,Forge 3 00
41 MSi LHa Cable vs Sa[illegible] 11 00
41A 2nd print 2 00
42 MSi LHa Cable,Forge, N.Fury,Sabretooth 6 00
42A 2nd print,gold cover 2 00
43 MSi LHa Cable, Nick Fury 4 00
44 MSi LHa 3 00
45 MSi LHa Lady Deathstrike, Hunter/Dkness 3 00

46 MSi LHa Sabretooth,Lady Deathstrike,Hunter/Dkness 3 00
47 MSi LHa 3 00
48 MSi LHa Shiva Scenario Sabretooth flashback 3 00
49 MSi LHa p2,Jean Grey Prof. X, The Professor 3.00
50 MSi LHa O:Wolverine,X-Men,dbl sz,die-cut cvr O:The Professor 7 00
51 3.00
52 Mystique,Spiral 2 50
53 MSi LHa p3,Mystique,Spiral 2 50
54 DRb FNI Mariko 2.50
55 2.50
56 MSi LHa Gambit,Silver Samurai, S[illegible] 2 50
57 MSi LHa D:Mariko 3.00
58-[illegible] 2.50
60-62 Sabretooth 2.50
63 D:Silver Fox 2.50
64 2.50
65-69 2.50
70 MTe LHa Rogue,vs Jarron Savage Land 2.00
71 DTu LHa truth about Magneto,Rogue 2.00
72 DTu LHa Rogue,Jubilee 2 00
73 DHu LHa Jubilee 2.00
74 Jubilee 2.00
75 AKu LHa Fatal Attrns,p5,Wolvie deals w/physical changes,dbl size,wrapar'd cvr w/hologram 10 00
76 AKu LHa in Canada,A. Flight 2 00
77 AKu LHa vs Lady Deathstrike 1 75
78 AKu LHa 1 75
79 AKu LHa mutation continues 1 75
80 AKu LHa vs Cyber,N'crawler 75
81 AKu LHa search for Akiko 1 95
82 AKu LHa Karma,Jessica Drew 95
83 AKu LHa confronts daughter 95
84 AKu LHa Heather Hudson 1 95

WOLVERINE BOOKS

MARVEL

ACTS OF VENGEANCE
SC reprints MCP #64-71 6.95

BLOODLUST
1 ADa 1 The Neuri 5 95

BLOODY CHOICES
SC JBu TDe Nick Fury,Bullfinch 7 95

EVILUTION
PF 5.95

IN GLOBAL JEOPARDY
1 World Wildlife book 2 95

INNER FURY
PF 5 95

JUNGLE ADVENTURE (1990)
1 PF Apocalypse 4.50

KILLING
GN KWi JRe in Tibet 5.95

RAHNE OF TERRA (1991)
1 AKu PDa Alternate Universe, Cable,New Mutants 5 95

SAVE THE TIGER
1 rep Marvel C. Presents #1 10 2 95

UNCANNY X
HC 19 95

TYPHOID'S KISS
SL ANo reprints MCP #108-115 6 95

WOLVERINE/PUNISHER: DAMAGING EVIDENCE

MARVEL (1993)

1 GEs CPo Wolv vs Castle 2 00
2 GEs CPo Wolv vs Castle 2.00
3 GEs CPo vs Sniper & Damage 2 00

WOLVERINE SAGA

MARVEL (1989)

1 History of Wolverine 5 75
2-3 History of Wolverine 5 50
4 History of Wolverine 5 00

WONDER MAN

MARVEL

SPECIAL (1986)
1 KGa DMi 3.00

SERIES (1991-current)
1 JJo GJo vs Goliath 3.75
2 JJo GJo 2.50
3-5 JJo GJo 2 00
6 JJo GJo Beast vs Rampage 2.00
7 [illegible] Storm 1 50
8 [illegible] 1 50
9 JJo GJo vs Galactic Storm 1 25
10 JJo GJo 1.25
11 MPr GJo Angkor 1.25
12-24 1 25
25 JJo GJo new costume,Beast, Scarlet Witch,multi-level embossed cover,dbl size 2 95
26 new W. Man In Asgard 1 25
27 1 25
28 in Asgard 1 25
29 1 25
30 vs Hate Monger in AWC HQ 1 25
31 1 25
32 33 1 50
ANNUAL 1 DRb GJo System Bytes 1.25
ANNUAL 2 bagged w/card 1 Hit-Maker 2.95

WONDER WOMAN

DC COMICS (1959-1986)

105 O:Wonder Woman 260.00
106-107 adventure in space 40.00
108-110 40.00
111-114 30 00
115 Angle Man 30 00
116-120 30.00
121 20.00
122 1:Wonder Tot 20 00
123-126 20.00
127 12 00
128 O:Invisible Plane 10.00
129 10.00
130 Angle Man 10.00
131-140 6.00
141 Angle Man 6.00
142-147 6.00
148 Duke of Deception 6.00
149-158 6.00
159 O:W Woman 7 00
160 Cheetah 6.00
161 Angle Man 6.00
162-163 6.00
164 Angle Man 6.00
165-170 6.00
171-173 5.00
174 Angle Man 5.00
175-178 5.00
179 B:No costume 4.00
180 D:Steve Trevor 4.00
181-195 4.00
196 C W Woman 5 00
197-198 4.00
199-200 6 00
201-202 Catwoman 2 00
203 Women's Lib 2.25
204 Returns to old costume 1 75
205 1 75
206 O:W Woman 2 00
207-210 1 50
211 giant size 2 75
212 Superman,Batmans w/guest stars 1 50
213 Flash 1 50
214 giant sz,G Lantern 2 75
215 Aquaman 1 50
216 Black Canary 1 50
217 Green Arrow 1 75
218 Red Tornado 1 50
219 Elongated Man 1 50
220 NAd Atom 1 75
221 Hawkman 1 50
222 Batman 1 75
223 R S Trevor 1 25
224 L29 1 25
230 Cheetah 1 25
23[illegible] 36 1 25
237 O W Woman 1 25
238 247 1 25
248 265 1 50
26[illegible] 268 Animal Man 16 00
269-270 1.50
27[illegible] B Huntress 1 75
272 1 75
273 Angle Man 1 75
274 1:new Cheetah 1.25
275 new Cheetah 1 25
276-278 Kobra 1 25
279-280 Demon 1.25
281-282 Demon Joker 3 20
283 Joker 3 20
284-286 1 25
287 New Teen Titans 2.50
288 New W Woman 1 25
289-290 1 25
291 Zatanna 1 25
292 Supergirl Power Girl 1 25
293 Starfire,Raven, other heroines 1 25
294-299 1 25
300 triple size,JLA,T Titans 3.00
301-304 1 25
305 1:Circe 25
306-307 1 25
308-310 Black Canary 25
311-322 1 25
323 Cheetah,Etta becomes WW 1 25
324-326 1 25
327 328 Crisis 1 50
329 Crisis,double sz,final issue. M W Woman & S Trevor 2 00

2ND SERIES (1987-current)
1 GPe GPe O:W Woman 2 50
2 GPe GPe 1 Steve Trevor 1 75
3 GPe GPe 1.Julia & Vanessa 1 50
4 GPe GPe vs Decay 1 25
5-6 GPe GPe 1 25
7 GPe GPe 1 Myndi Mayer 1 25
8 GPe GPe Legends,JLA 1 25
9 GPe GPe Paradise 1 25
10 GPe GPe Revenge of the Gods,p1,gatefold cvr 1 25
11 GPe GPe Challenge,p2 1 25
12 GPe GPe p3,Millenium 1 25
13 GPe GPe p4,Millenium 1 25
14 GPe GPe 1 25
15 GPe GPe 1:new Silver Swan 1 25
16 GPe GPe 1 25
17-18 GPe GPe vs Circe 1 25
19 GPe GPe O:Myndi Mayer 1 25
20-24 GPe GPe 1 25
25-26 CMa GPe Invasion 1 25
27-31 CMa GPe Cheetah 1 25
32-33 CMa GPe vs Amazons 1 25
34-36 CMa GPe 1 25
37 CMa GPe Superman,L. Lane 1 25
38 CMa GPe Lois Lane 1 25
39-40 CMa GPe vs Eris,L. Lane 1 25
41 CMa GPe 1 25
42-44 CMa GPe vs Silver Swan 1 25
45 JTh GPe 1 25
46 JTh GPe teen suicide story 1 25
47-48 CMa GPe Troia 1 25
49 JTh GPe recap of past years 1 50
50 GPe double size 2 50
51-52 JTh GPe 1 25
53 JTh GPe Pariah 1 25
54-55 JTh GPe vs Dr Psycho 1 25
56-57 JTh GPe 1 25
58 JTh GPe War of the Gods 1 25
59 JTh GPe War Batman Robin 1 25
60 JTh GPe War vs Joko 1 25
61 JTh GPe C Wonder Woman 1 25
62 JTh GPe leaves Paradise Island 1 00
63 JTh W[illegible] Cheetah p2 2 00
64 JTh W[illegible] Kidnapped child 2 00
65 Dr Psycho 1 25
66-71 Space stories 1 25
72-75 Mod WLo 1 25
76 LMd WLo Dr Fate 1 25
77 LMd WLo 1 25
78 LMd WLo Flash vs Mayfly 1 25
79 LMd WLo vs Mayfly 1 25
80 LMd WLo 1 25
81 LMd WLo learns truth about Ares Buchanan 1.25
82 LMd WLo vs arms dealer, O:Ares Buchanan 1.50
83 LMd WLo vs Ares Buchanan 1.50
84 WLo final confrontation w/A. Buchanan 1.50

IF YOU MISSED
X-FACTOR #104 Malice possesses Havok, who proceeds to clean Polaris's clock just before the coup de grace, Malice is stopped by Mr Sinister

85 MDe WLo aftermath of battle 1.50
86 MDe WLo vs crimelord 1.50
87 MDe WLo vs mob,truth about Themyscira revealed 1.50
88 CPr Superman Diana gets even more aggressive (uh oh) 1.50
89 JRs CPr teams with Circe 1.50
ANNUAL 1-2 2.25
ANNUAL 3 Eclipse 2.50
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DC COMICS (1994)

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1A p7,newsstand edition 2.50

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[illegible]

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259 RBu DOn Goth. invades Met 2.75
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261 RBu DOn vs Terra-Man, Peng 2.00
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264 RBu DOn Claylace [illegible]00
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268 RTa CBu Zodiac-creature 2.00
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287 TEe CBu Zodiac 1.75
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29 AGo DMo O:Stalagron 1.75
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294 JMr vs Tonatiuh 1.75
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297 GCo DKr Pantheon 1.75
298 SAm DKr Pantheon 1.75
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322 1.50
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3 Batman,Superman 4.75
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WRATH

MALIBU (1994)

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X

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4 KPo BLa 1:Frenzy 5.00
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26 WSi LSi Fall/Mutants, tickertape parade 5.00
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35 TSh LSi Nanny,the Orphan-Maker 3.00
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39 WSi LSi Inferno 3.00
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52 TSh LSi Archangel vs Sabretooth,Caliban 6.00
53 TSh LSi Archangel vs Sabretooth,Caliban 6.00
54 MSi LSi Colossus,1 Crimson 2.00
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56 SCa LSi Crimson,1:Ravens 1.75
57-59 1.75
60 JBg LSi Havok vs Cyclops, X-Junction Agenda p3 9.00
60A 2nd print 1.75
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62 JBg LSi Jim Lee cover, X-Junction Agenda p9 8.00
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[illegible] R[illegible]m 2.00
[illegible] 1.25
91 JQu PDa vs Armageddon 1.25
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98 SLo JDm Havok vs Random 1.25
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104 JDr JDm Mr Sinister strikes 1.50
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ANNUAL 4 JBy JBy Atlantis Attacks 3.00
ANNUAL 5 JBg LSi FF,New Mutants,Days/Future Pres. 5.00
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ANNUAL 7 JQu FNi Shattershot p3 3.00
ANNUAL 8 1:Charon,w/card 2.95
ANNUAL 9 Prof X vs Haven 2.95

PRISONER OF LOVE (1990)

SC Beast 4.95

X-FORCE #35... Attempting to keep the government from developing a self-aware computer, X-Force accidently activates it, creating Nimrod.

WIZARD PRICE GUIDE

X-FORCE

ECLIPSE (1992)

1 BHn DCh X-Force parody 2.50

X-FORCE

MARVEL (1991-current)

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1A Shatterstar card 4.00
1B Deadpool card 5
1C Sunspot card 5
1D Team card
1E unbagged copy,w/o card 5
1F 2nd print 1.75
2 RLd FNi vs Deadpool 1:new Weapon X (Kane) 4.25
3 RLd FNi Spider-Man vs Juggernaut 4.00
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6 RLd FNi vs New Brotherhood 1.75
7 RLd FNi vs New Brotherhood Kane 1.50
8 RLd/MMi FNi O:Cable 3.00
9 RLd FNi D:Masque Cannonball now a Highlord 2.50
10 MPc RLd Kane vs Stryfe 1.25
11 MPc RLd Deadpool vs Shatterstar 1 real Domino 2.00
12 MPc FNi Gideon,1:Crule 5
13-24 GCp FNi 25
25 GCp FNi dbl sz,wraparound cvr w/hologram,Cable,Exodus 3.00
26 GCp FNi new MLF leader,Cable
27 vs Mutant Liberation Front 25
28 FNi vs MLF Sunspot disappears 1.25
29 FNi aftermath of MLF story 5
30 FNi R,Arcade 5
31 FN 25
32 FNi 1 Paige Guthrie, team-up 1.25
33 FNi team-up w NWs,p3 vs Games Master 1.25
34
35
36

37 ADn FNi Nimrod attacks 1.50

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ANNUAL 2 FNi 1 X-treme, bagged w/card 2.95

SABOTAGE (1992)

TPB 6.95

X-MEN

MARVEL (1963-current)

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2 JKi SLe 1 Vanisher 900.00
3 JKi SLe 1 Blob 450.00
4 JKi SLe 1 Scl Witch,1 Toad 1:Quicksilver 1:Mas [illegible]
5 JKi SLe 1 Asteroid [illegible]
6 JKi SLe Sub Mariner 225.00
7 JKi SLe 1 Cerebro 200.00
8 JKi SLe 1 Unus 200.00
9 JKi SLe vs Avengers 1 Lucifer 175.00
10 JKi SLe 1 Silver Age Ka-Zar 1 Zabu 175.00
11 JK, SLe 1 Stranger 125.00
12 JKi SLe D:Professor X, 1&D:Juggernaut 210.00
13 JK, SLe Juggernaut, Human Torch 125.00
14 JK SLe 1 Sentinels 125.00
15 JK, SLe 1 Master Mold 125.00
16 JK SLe D:Master Mold 100.00
17 JK, SLe Magneto 70.00
18 JGa SLe Magne [illegible]
19 [illegible]
20 [illegible]
21 [illegible]
22 JGa RTh Count Nefaria 50.00
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24 WRo RTh 1 Locusl (full app.) 50.00
25 WRo RTh 1:El Tigre 50.00
26 WRo RTh El Tigre 50.00
27 WRo RTh J:Mimic 50.00
28 WRo RTh 1 Banshee 85.00
29 WRo RTh O:Mimic 50.00
30 JSp RTh 1 Warlock 50.00
31 WRo RTh 1 Cobalt Man 40.00
32 WRo RTh Juggernaut 40.00
33 WRo RTh Dr. Strange 40.00
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63 NAd RTh Magneto Ka-Zar & Zabu 40.00
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65 NAd DDn R:Prof X 40.00
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67-93 reprints X-Men #12-45 20.00

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116 JBy CCl Ka-Zar 20.00
117 JBy CC O:Prof X 1 Amahl Farouk 22.00
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119 JBy CC M. Magnum 20.00
120 JBy CCl 1 Alpha Flight 33.00
121 JBy CC Alpha Flight 40.00
122 JBy CC O Colossus 1 Hellfire Club 18.00
123 JBy CC Spider-Man 15.00
124 JBy CC Arcade 15.00
125 JBy CCl 1 Mutant X 16.00
126 JBy CCl Mutant X now called Proteus 15.00
127-128 JBy CCl Proteus 15.00
129 JBy CCl 1 Kitty Pryde 1 Sebastian Shaw 20.00
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153 DCo CCl fairy tale 5.00
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156 DCo CCl O:Corsair 5.00
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159 [illegible] 5.00
160 [illegible]
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161 DCo CCl Deathbird Brood,flashback 5.00
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163 DCo CCl Brood 5.00
164 DCo CCl 1 Binar 6.00
165 PSm CCl Acanti/Storm 8.00
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171 WSi CCl J. Rogue 8.00
172 PSm CCl Wolverine & Mariko engaged 6.00
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178 JRj CCl Brotherhood 4.50
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181 JRj CCl S.Wars,Sunfire Mutant Control Act 4.50

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186 BSm CC double size Dire Wraiths 4.50
187 JR, CCl Dire Wraiths,1:Naze 4.50
188 JRj CC Dire Wraiths "Future Past" 4.50
189 JRj CCl S[illegible] Black Queen 4.50
190 JRj CC vs Kulan Gath 4.50
191 JRj CC Kulan Gath Nimrod,Spider-Man [illegible]
192 JRj CC vs Magus 4.50
193 JRj CC w/ Warpath, 1 Firestar 1 Hellions 8.00
194 JRj CC Juggernaut vs Nimrod 4.50
195 JRj CC Power Pack 4.50
196 JRj CC Magneto Secret Wars II 4.50
197 JRj CC Dr Doom Arcade Murderworld 4.50

X-Men #33... Sabretooth tells Rogue a tale out of his and Gambit's past involving a former love, that throws Gambit's character into doubt.

UNCANNY X-MEN #314

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198 JR CC 4.50
199 JR CC 1:Freedom Force 5.00
200 JR CC double size,Fenris twins,Starjamrs,Magneto replaces Prof X 9.00
201 RLe CCI 1:Cable (as baby), Cyclops vs Storm, Whitce Portacio inks 20.00
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203 JR CC 6.00
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205 BSm CC Lady Deathstrike 15.00
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210 JRj CCI Mutant Massacre 20.00
211 JRj CCI 1:Marauders, Mutant Massacre 20.00
212 CC Sabretooth,Mut M'cre 33.00
213 ADa CCI Sabretooth Psylocke, Dazzler,Morlocks,Mut M'cre 33.00
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217 JGu CC Juggrnt vs Dzlr 5.00
218 CCI Juggernaut 5.00
219 CCI Longshot 5.00
220 CCI 5.00
221 MS CC Sabretooth, Marauders M Sinister 8.00
222 MSi CC Wolverine vs Sabretooth Marauders 15.00
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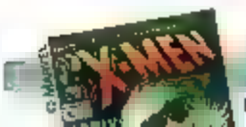

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The following persons are known as **WIZARD V.I.P.s**. They are special advisors to the *Wizard* Price Guide staff, and we thank each one of them for their participation, which serves to further increase the accuracy of *Wizard*'s price guide. (Retailers who wish to become V.I.P.s should contact Jon Warren, the Senior Price Guide Editor of Wizard Press, 151 Wells Ave., Congers, NY 10920-2064.)

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X-O MANOWAR #30... Shanhara's dead! Long live...Paul? An X-O seed becomes a Manowar battle suit by using the body of Randy's friend Paul as a template.

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A Conventional Method

by Todd McFarlane

In this month's column, I'm turning to comic readers everywhere to help me out with a problem that I've had for the last three or four years. Every time I go to a convention, I have a set way of trying to autograph items for as many people as possible. But there's always a very vocal minority that's unhappy with my system.

What I'm going to do here is create a contest. I'll give away some Spawn knickknacks to the grand prize (and only) winner: signed comics, some hard-to-find Hot Wheels Spawnmobiles, and other assorted goodies. How do you win? Well, first I'll explain how I do a convention and why I do it that way. Then I want you to let me know how you would accommodate more fans, speed up the process, and make people a little bit happier.

My attitude has always been this: I'd rather give 100 people one autograph each instead of giving 10 people 10 autographs apiece, even though it adds up to the same number of autographs; I try to accommodate as many people who collect my work as possible. I have a system now where I can do 300 signatures an hour, and I usually sign for a minimum of seven hours. I neither break for lunch nor go to the bathroom, rarely do I even have a drink of water. I sign nonstop.

When I go to conventions, the promoter usually knows when I'm going to be at the show. I get the promoter to issue tickets numbered from 1 to 2,100, because 300 autographs an hour times seven hours equals 2,100 autographs, with each one going to a separate person. I never charge promoters for appearances or fans for signatures. Sometimes, though, when people pay an admission fee to attend a show where I'm signing, they believe that the admission fee is the cost of a ticket to receive my autograph. Those people don't realize that they have to pay an admission fee whether I attend a show or not.

After we give out the 2,100 tickets, we usually allow a maximum of 100 to 200 people to stand in line at any given time. If you have ticket No. 1,750, you probably won't get an autograph until about 3 o'clock in the afternoon, even if you enter the convention at 10 a.m. Why stand in line all day when you're guaranteed an autograph and a spot in line? In the meantime, you can go to the other tables, chat with other creators, buy some comic paraphernalia, soak up sun if it's a nice day, and then come back at around 3 o'clock when we call for the 1,700s to get on line.

The biggest problem with this system is that most people bring more than one item to sign because they're used to creators autographing a handful of books at a time. Unfortunately, I can't even sign two books per person! That would cut the number of people who could get autographs each day in half. Instead of 2,100 people receiving signatures, it would only amount to about 1,100.

Despite my efforts to satisfy as many people as possible, this process is unacceptable to some. Some still bellyache: "Why can't I get more than one autograph?" "Why do I have wait until my number's called?" "Why this?" "Why that?" So am I missing some revolutionary new way to accommodate more people? I hope someone out there who's been to a convention and has had to stand in line for a signature can figure out something I might be missing.

Again, my point is this: I am looking for the best way to accommodate the most people at a convention and keep them happy.

Jot down your suggestions legibly on lined paper or type them neatly (typed entries are preferred) and send them to:

E.G.O. Contest
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064

Get your entries in by July 15, 1994. Good luck—I'm more than eager to hear what you have to say!

Legal stuff...

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Todd McFarlane, their immediate families, and that Moleboigo ruffian (not that we'd use his suggestions anyway). Print your name, address, city, state, zip code, telephone number with area code, and how you think Todd can accommodate the most people at conventions. If handwritten, print your entry neatly on lined paper (typed entries are preferred). Enter as many times as you like. Mail each entry to E.G.O. Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the name of the contest winner and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. All entries must be received at contest headquarters by July 15, 1994. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. The winning entry will be chosen on July 22, 1994, by employees of Todd McFarlane. All decisions are final.

For the name of the winner, available after August 1, 1994, send a stamped, self-addressed envelope to E.G.O. Contest Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep reading Wizard!

Any industry professional who wishes to respond to the opinions stated here should write to: E.G.O., 151 Wells Ave., Congers, NY 10920-2064

*EVERYONE'S GOT OPINIONS

The opinions expressed in this column are not necessarily those of *Wizard: The Guide to Comics*, its editorial staff, or Image Comics.

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SHOWS & CONVENTIONS

Welcome to the new *Wizard* Shows & Conventions! To help connect you with the biggest and best comic book shows and conventions in your area, *Wizard* is still printing all the stuff we used to print in this department. But we've added extra space so you can find out in advance about admission discounts, creator appearances, and other supermeat stuff!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

TUESDAYS, THURSDAYS, SUNDAYS THROUGHOUT JULY, SANTA ANA

Comics, Sportscards & Milk Cap Show, Tabb Warehouse, 1928 E. Glenwood, free admission, Tuesdays and Thursdays: 5-10pm, Sundays: 10am-5pm, 714-854-1991. Directions: 55 freeway between 5/405, Exit 55 at Edinger, go left to Ritchey, go left to Glenwood, go left to 1928 E. Glenwood in Santa Ana. Free parking, free raffles, special promotions at each show, frequent guest appearances.

JULY 2-3, SOUTH SAN FRANCISCO

Super Comic/Toy Expo, Grosvenor Hotel, 380 S. Airport Blvd., 40 tables @ $55 each, $2 admission, 10am-4pm, 415-994-3967/415-333-8100. Power Ranger Costume Contest; Polly Klaas Foundation for Missing Children Charity Auction (including original art and premium items); *NBA Jam Team Tournament* Video Game Contest. Door prizes every 15 minutes, including the rare Iceman action figure, Spawnmobile, the Dragonzord/Power Ranger figure, and many signed and gold books.

FLORIDA

JULY 9, DAYTONA BEACH

Daytona Con, 900 S. Atlantic Ave., 80 tables @ $50 each, $5 admission, 9am-6pm, 904-672-7539. Guests: Norm Breyfogle, Jeff Whiting, John Beatty, Ken Mitchroney, Rik Levins, Mike Kazaleh.

JULY 10, TAMPA

Comic Book Mega-Show II, Colony Hotel (formerly Ramada), 820 E. Busch Blvd. & I-27, 60 tables @ $50 each, $3 admission, 10am-4:30pm, 407-426-7745. Signer: William Tucci of *Shi*. Gold edition comic book door prizes. Thousands of Golden Age, Silver Age, and Modern Age comics.

JULY 24, ORLANDO

Comic Book Mega-Show IV, Marriott Hotel, 8001 International Dr., 60 tables @ $50 each, $3 admission, 10am-5pm, 407-426-7745. Guest signer: Colleen Doran of *A Distant Soil*, *Valor*, *Sandman*, *Amazing Spider-Man*, *X-Factor*, and *Beauty and the Beast*. Gold edition comic book door prizes. Thousands of Golden Age, Silver Age, and Modern Age comics. Other signers to be announced.

ILLINOIS

JULY 17, ROSEMONT

Sports Memorabilia Card & Comic, Rosemont Horizon, Skyline Room, 6920 N. Mannheim on Lunt Ave., tables $45 each, $2 admission, 9:30am-3:30pm, 708-663-1975.

INDIANA

JULY 9-10, INDIANAPOLIS

Hoosier Comic Con '94, Quality Inn East, 3525 N. Shadeland Ave., 100 tables @ $50 each, $1 admission (children under 13 free), 10am-4pm, 317-841-9204.

KENTUCKY

JULY 24, ASHLAND

River Cities Comic Con, Elk's Hall, 900 Carter Ave. (downtown Ashland), 34 eight-foot tables @ $40 each, $2 admission, 10am-4pm, 216-499-6056.

MARYLAND

JULY 8-10 & 29-31, OCEAN CITY

E.T. Collectables Hobby Show, Convention Center, 100 tables @ $100 each, $3/day or $5/3 days admission, 11am-8pm, 301-733-2266/304-263-2863.

MASSACHUSETTS

JULY 10, WOBURN

Comics & Card Show, Ramada Hotel (Exit 35 off Rte. 128), 45 tables @ $50 each, $2 admission (children under 16 free), 11am-4pm, 617-596-3336. Gift certificate raffles: two $100 and four $50 raffles.

NEW JERSEY

JULY 2-4, WILDWOOD

Wildwood Comic Book & Sports Card Expo, Convention Center, 125 tables @ $160 each, $3 admission, Saturday and Sunday: noon-9pm, Monday: 10am-4pm, 609-448-7585. Guests: Adam Kubert (artist on *Wolverine*), Paul Pelletier (artist on *Outsiders*), Ron Fortier (writer on *Green Hornet* and *Totem*), Alpha Productions, *Triton* Magazine, Dominic Roussel (Flyers goalie), and Bernie Parent (Hall of Fame goalie).

JULY 30, WOODBRIDGE

Comic Book & Comic Art Convention, Sheraton Hotel, 515 Rte. 1 S. (across from the Woodbridge Mall), 40 tables @ $55 each, $3 admission, 10am-4pm, 908-828-5955. Guests: Lee Weeks (*Gambit*) and Louis Small Jr. (*Ninjak*).

JULY 31, BORDENTOWN

Comic Book & Comic Art Convention, Days Inn Hotel, Rte. 206 N. off Exit 7 of the New Jersey Turnpike, 30 tables @ $55 each, $3 admission, 10am-4pm, 908-828-5955. Guests: Louis Small Jr. (*Ninjak*), Mark McKenna (*The Punisher*), and Tom McCraw (*Legion of Super-Heroes*).

NEW YORK

JULY 3, NEW YORK CITY

Comic Book Extravaganza, Marriott East, 525 Lexington Ave. & 49th St., 63 tables @ $95 each, $3 admission (children under 6 free), 10am-4pm, 718-441-9868. 50¢ off admission with this *Wizard* ad! The great tradition returns! With more comic premiums, more promos, and more giveaways!

OHIO

JULY 17, AKRON

Akron-Canton Comic Con, Holiday Inn, I-77 at Exit 120 (Arlington Rd.), 40 six-foot tables @ $55

each, $3 admission, 10am-4pm, 216-499-6056.

OKLAHOMA

JULY 16, TULSA

Tulsa Summer Con, Holiday Inn, 1010 North Garnett Rd. & I-244, 50 tables @ $45 each, $1 admission, 10am-6pm, 918-652-7293 (call for room rates at the Holiday Inn). Guest: Steve Englehart (*Strangers, The Night Man*)

OREGON

JULY 22-24, BEAVERTON

Beaverton Mall Card & Comic Show, Beaverton Mall, 3275 S.W. Cedar Hills Blvd., 60 tables @ $110 each (for all three days), free admission, Friday: 10am-9pm, Saturday: 10am-7pm, Sunday: 11am-5pm, 503-526-9655

PENNSYLVANIA

JULY 24, GETTYSBURG

Gettysburg Comicon, Ramada Inn, 35 tables @ $90 each, $5 adult admission ($3 kids under 10), 9am-5pm, 717-267-1510. Guest: Spider-Man artist to be announced.

TEXAS

JULY 9, HOUSTON

Comic Carnival, Days Inn Houston/Clear Lake, across from Johnson Space Center, 45 tables @ $75 each, $3 admission, 10:30am-4pm, 713-659-1210. Call for guest information.

JULY 9, HOUSTON

Comic & Card Convention, Holiday Inn S.W., 11160 S.W. Freeway & Beltway 8, 35 tables @ $65 each, $2 admission, 10am-5pm, 713-293-8676.

JULY 10, BEAUMONT

Comic & Card Convention, Holiday Inn Beaumont Plaza, 3950 I-10 (Walden exit), 35 tables @ $40 each, $1 admission, 10am-5pm, 713-293-8676.

JULY 17, AUSTIN

Comic & Card Convention, Double Tree Hotel, 6505 N. I-H35, 50 tables @ $55 each, $2 admission, 10am-5pm, 713-293-8676.

JULY 17, HOUSTON

Comic & Card Convention, Marriott Westside, 13210 Katy Freeway (Eldridge exit), 45 tables @ $65 each, $2 admission, 10am-5pm, 713-293-8676.

JULY 24, CORPUS CHRISTI

Comic & Card Convention, Holiday Inn Emerald Beach, 1102 S. Shoreline, 45 tables @ $45 each, $1.50 admission, 10am-5pm, 713-293-8676.

JULY 24, HOUSTON

Comic & Card Convention, Marriott North at Greenspoint, 255 N. Sam Houston Parkway E., 50 tables @ $70 each, $2 admission, 10am-5pm, 713-293-8676.

JULY 31, SAN ANTONIO

Comic & Card Convention, Wyndham Hotel, I-10 & Wurzbach, 45 tables @ $55 each, $1 admission, 10am-5pm, 713-293-8676. ★

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Queen of Wizard: As reported last issue, *Wizard* Editor Pat McCallum, Research Assistant Dan Reilly, and *ER* Art Director Robin "Jamos" Ramos all took part in the Jelly Gauntlet, in which each of the participants attempted to outdo the others in a weight-loss competition. Whoever lost the most weight received a free lunch at Taco Bell courtesy of the losers, while he who lost the least amount had to work a full day...as a woman. So who won? Reilly swept it with 13 fewer pounds under his belt, while McCallum clocked in only 11 pounds lighter, earning him a full day of work in drag. With chin held high, McCallum worked a full day looking...well, like this...

P-A-R-T-Y: Roommates Matt Tierney and Brad Fountain (*Wizard* and *Sportslook*'s art directors, respectively) held a bash at their posh digs in Rye, N.Y., to welcome aboard their third roomie, *Sportslook* designer Steve Blackwell. Highlights of the evening included a tipsy Marc "Crazy Legs" Wilkofsky dancing the night away with a six-foot Godzilla blow-up doll and Tierney's 19-pound cat Dusty just lying there. A game of "Count the Passed-Out Staffers" rounded out the evening.

Our softball season got under way as the crack Wizard Press team won their first game of the season, 23-17, against the sporting Comics Unlimited Distributors of Staten Island. A rematch is being scheduled. Watch this space for further details on Wizard's diamond exploits as the summer months go by! (Still no sign of Valiant.)

Semihidden photo of McCallum taken while he was trying to book a spot on *Oprah*'s "cross-dressing porky editors and the cattle who love them" show.

UP CLOSE...

Marc Wilkofsky
Contributing Editor, *Wizard: The Guide To Comics*

What is it you do at *Wizard*?
I proofread every single piece of text that goes into *Wizard*, contribute article ideas, and inform people of happenings in the entertainment world.

Your favorite section in *Wizard*?
Cut & Print.

Last good movie you saw?
Four Weddings and a Funeral.

Last good book you read?
The House of the Spirits, by Isabel Allende.

Favorite TV show?
Guiding Light!

Favorite musical group?
R.E.M., definitely. (And I love Mary-Chapin Carpenter.)

Who would play you in a movie?
Dean Cain.

Favorite comic right now?
Animal Man.

Favorite comics of all time?
The *Crisis on Infinite Earths* series!

What are/were your nicknames?
Wojo, Slackoffsky, Yeesh-Man.

What superpower would you want, and why?
I think it would be cool to have a mutant healing factor (people who know me know why).

ILLUSTRATION: DAVID PRAGER

✓ **COLLECTOR'S SPORTSLOOK #10** The AA Birmingham Barons's new sensation, Michael Jordan, graces the cover of *Collector's Sportslook* as we take a look at how Michael's making the change from NBA superstar to baseball farmhand. In addition, our writers spend a day in the life of a big-league player (Randy Johnson), see what Boston Red Sox Hall of Famer Ted Williams is up to these days, and offer yet another clue to just who our mystery columnist, the Invisible Man, actually was when he was visible. **$3.95**

✓ **ER #11** The X-Men's favorite card-throwing mutant, Gambit, jumps onto the June cover of *Entertainment Retailing* from his own Fleer Flair Marvel Universe trading card. Inside this issue, the future of Defiant Comics is explored, the spotlight shines on SkyBox's Frank O'Connell, and retailers are told how to get coin-operated video games into their stores. John Byrne and Beau Smith return with their own special view on the industry and we take a look at the Terrible Twos: why #2 issues are so hard to find. **$2.95**

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Here's looking at...GERARD JONES

Prime ™ & © Malibu Comics Entertainment Inc.

Writer Gerard Jones's work is powered by a flair for action sequences balanced with characterization. The combination places him at the top of his craft.

Born in Montana, the 36-year-old Jones has lived most of his life in the San Francisco Bay area. Although he collected comics as a teen, he grew out of them for a spell. But while working at a used bookstore that carried old comics, Jones, then in his early 20s, decided to catch up on the adventures of the heroes he'd left behind as a teen.

That used bookstore was also where he met his future writing partner, Will Jacobs. *The Comic Book Heroes*, one of many collaborations between Jacobs and Jones, helped launch Jones's comics career: he made his first contacts in the industry by researching and conducting interviews for the history-spanning book.

Jones's first published comics work was the creator-owned *The Trouble With Girls* #1, co-written with Jacobs and drawn by Tim Hamilton, which Malibu Comics published in August 1987. (Jones and Jacobs have since scripted a *Trouble With Girls* pilot for a TV series being developed by HBO.) Jones went on to celebrated solo stints on Marvel's *Wonder Man* and DC's *Justice League Europe*, *Green Lantern*, and *El Diablo*.

His current plate is a full one, partly because Jones is one of eight "founding fathers" of Malibu's Ultraverse line of comics, which debuted in the summer of 1993. Jones co-writes *Prime* with Len Strazewski and solos on *Freex*, *Solitaire*, and the new *Ultra-Force*. His upcoming projects include Marvel's *Hulk 2099*, due out later this year, and, starting in August, the revamped *Justice League America*, for which Jones intends to revive the lightheartedness that Keith Giffen and J.M. DeMatteis once brought to the title. Jones's team will consist of Wonder Woman, Flash, Hawkman, Obsidian, Fire, Metamorpho, Crimson Fox, and Nuklon.

Jones, who cites comics creators Stan Lee, Jack Kirby, Steve Ditko, and John Broome as influences on his work, actually set out to write novels, not comics. In 1983, he co-wrote *The Beaver Papers* with Jacobs; he says it's "a combined satire of old sitcoms and high literature." Two years later, Jones and Jacobs wrote *The Comic Book Heroes*. In 1992, Jones wrote *Honey, I'm Home*, another nonfiction book about old black-and-white TV sitcoms.

"Comics, to me, are a transitional thing," he says when asked about having a life beyond comics. "I like them a lot, and I don't know if I would ever leave them. But I've always set out to be a novelist. I don't want to abandon [that type of] fiction completely. I'd like to go back to that someday."

First comic book read...
It was an issue of *Detective Comics* where Batman and Robin go into the past and fight Egyptians.

Favorite comic of all time...
Uncle Scrooge #17 by Carl Barks. It struck me as a perfect blend of atmosphere, character, adventure, and humor.

Favorite work of your own...
The entire first run of *The Trouble With Girls*.

Comics you currently read...
Hate, *Flash*, all the Ultraverse stuff, and occasionally the X-Men books.

Person you'd most like to meet...
As corny as it sounds, Jesus Christ, just to find out what the truth is. Nobody else knows, and I'd like to know what really went on back then.

Superpower you'd most like to have...
I want to fly. I get tired of gravity and the constraints of being pulled down to Earth.

Favorite munchie at 2 a.m....
Cinnamon toast.

Favorite pastime or hobby...
Watching old black-and-white movies.

Favorite television shows...
Sgt. Bilko, *The Dick Van Dyke Show*, and *The Andy Griffith Show*.

The last time you went trick-or-treating you went as...
A squid. I was probably 11 years old.

Person who would play you in a movie about yourself...
Peter David thinks Ed Begley Jr.; I think a young Dick Van Dyke.

Favorite cartoon...
Bugs Bunny cartoons from the '40s.

People you'd most like to work with...
Bret Blevins, Barry Kitson, and David Williams.

Favorite musical performer...
Charlie Parker.

Why do you read *Wizard*?
It's a pretty solid guide to what's going on. ★

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